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TIPS & TRICKS

SEPTEMBER
No. 127
2005

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FULLMETAL ALCHEMIST 2

CURSE OF THE CRIMSON ELIXIR

PS2 STRATEGY GUIDE

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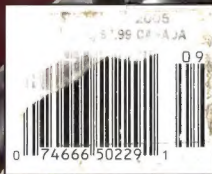
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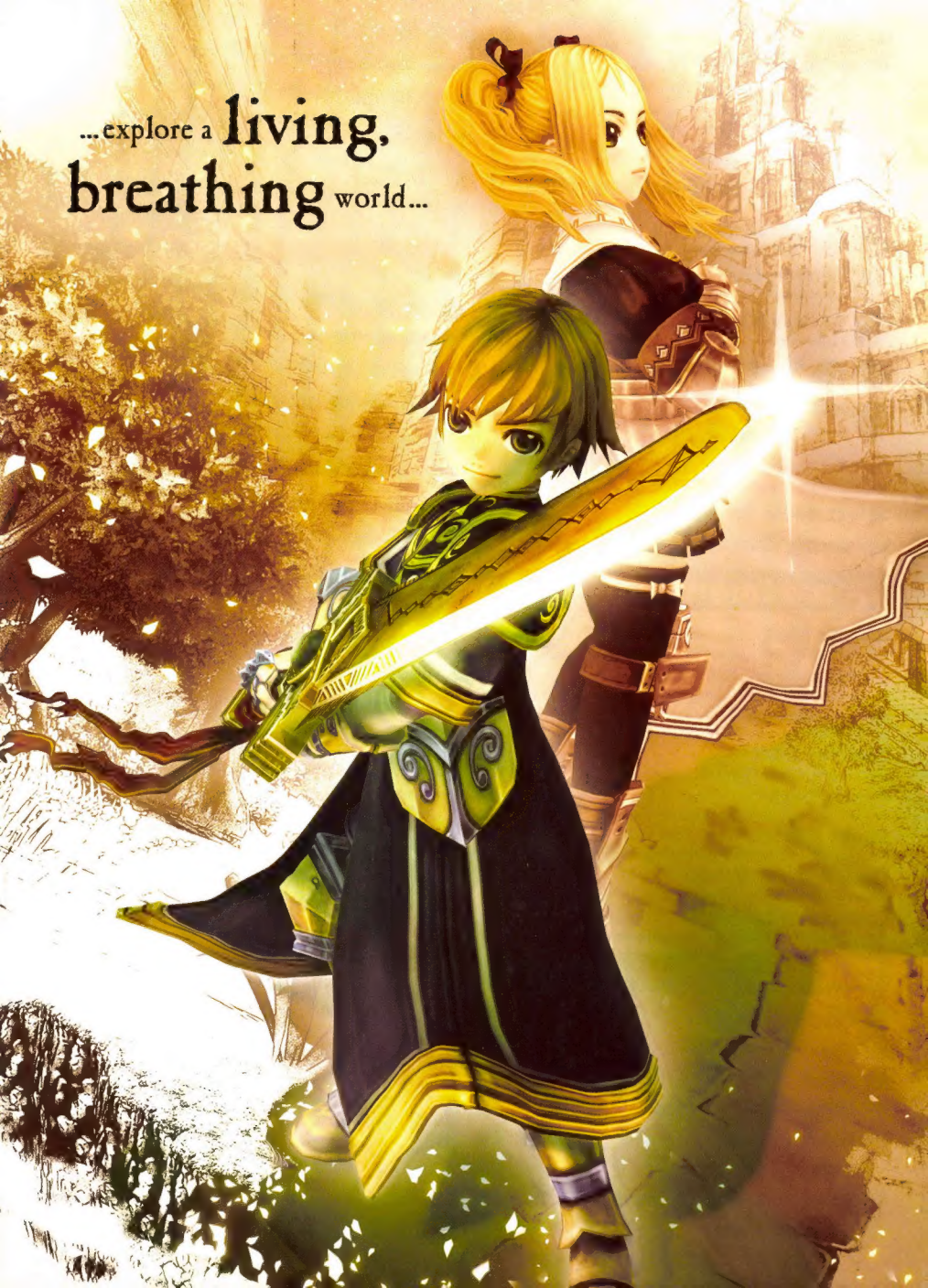


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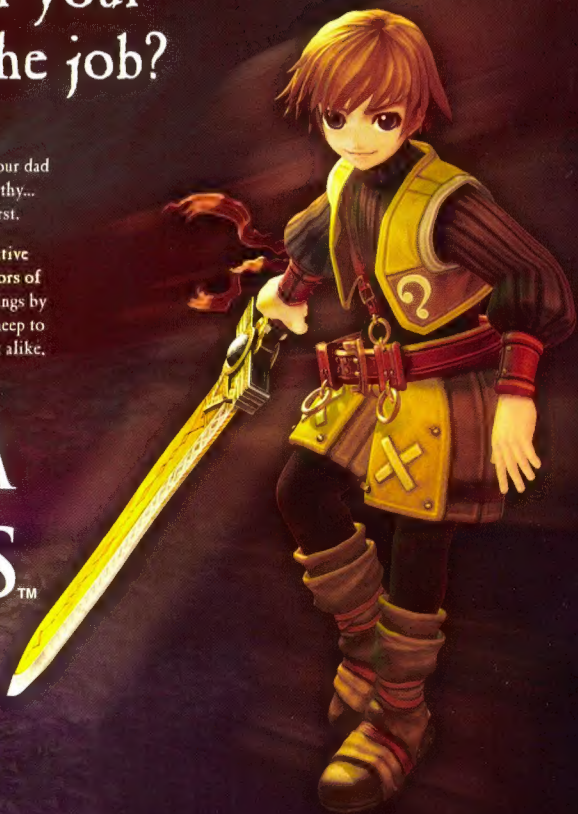
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PlayStation 2



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SEPTEMBER
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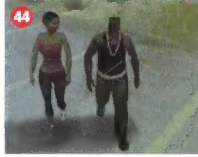
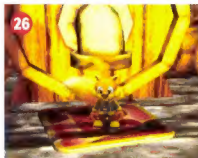
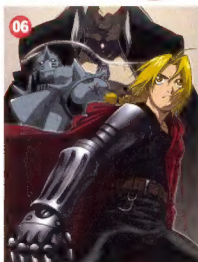
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ED'S LEVEL-UP BONUSES

As Ed levels up, so do his alchemy abilities. Although he automatically learns specific weapon transmutations during the game, he can also improve his ability to transmute existing objects. One tip to extend the life of a transmuted weapon is to wait until the last possible moment before transmuting it into its Level 2 form (with the exception of the Rockblockers).

At Level...	Ed Learns...
14	Level 2 Rockblockers
16	Level 2 Gauntlets
18	Level 2 Bombs
20	Level 2 Cranes
21	Level 2 Stonespikes
24	Level 2 Steel Balls
26	Level 2 Shuriken
40	Level 3 Stonespikes
45	Level 3 Rockblockers
99	Level 2 Flash Bombs

RANK PRIZES

After defeating a boss, you're given a scorecard which grades your performance. This determines what kind of prize, if any, you'll receive afterward.

BOSS SCORECARD			
Time:	01:23	5 stars	
Longest Combo:	3.1 hits	4 stars	
Damage:	60	4 stars	
		Total: 13 stars	Alchemist Rank
Rank Points:	+28		
Item Obtained:	Lucky Pouch		

Strategy Guide by Charlotte Chen

FULLMETAL ALCHEMIST 2

CURSE OF THE CRIMSON ELIXIR

Fullmetal Alchemist is a unique anime that blends extreme pathos (mothers die, limbs are lost) with an interesting scientific twist (alchemy is the science of "equivalent exchange") and a good dose of self-deprecating humor—Ed's palpitations whenever anyone calls him "short" are just one example of this ability to infuse hilarity into a story that's primarily based on a dark center. Al, his younger brother, is a soul affixed to a large empty suit of armor, yet his sweet and gentle nature is a good counterpoint to Ed's sometimes rough nature. There are some significant improvements in this sequel to *Full Metal Alchemist* and the *Broken Angel*. The animation is crisper, and they've added voiceovers to the dialogue, creating an even deeper immersion into the anime the game is based on. In addition, Al has more free will and is easier to command, and the special attacks have been compressed into one Rage attack, which is much easier to execute and covers the entire battlefield.



CHAPTER ONE The Desert City of Lior

This is a tutorial chapter. Follow the road to the temple. Inside the first floor of the temple, use the alley-oop maneuver to get up to the ladder leading to the upper levels. When you find Father Cornello, his pet will attack.

BOSS: Chimera



Rank Prizes

A, B, C or D Lead Earrings

The Chimera attacks using three types of frontal assaults: clawing, lunging and fire-breathing. When it breathes fire, it stops moving for a few seconds. Take this opportunity to attack it from the side, using the lance. Don't try to circle around it, since it moves a lot faster than Ed. If necessary, retreat and let Al distract the beast while Ed recovers.

After defeating the Chimera, follow Father Cornello down the secret passageway. Enjoy some Leto Cultist bowling, watch the cutscene, then head out to the courtyard for the final confrontation of this chapter.

BOSS: Cornello



Prior to attacking you, Cornello will mobilize some large statues to attack you. Use Al as a decoy, transmute a cannon and shoot them while they're bunched up. Next, he and his bizarre cultists will attack en masse. Concentrate your attacks on Cornello. When red sparks

shoot out from his body, he's about to transmute a handheld cannon, which he'll fire around himself in a circle. Just circle around him until he runs out of juice, or attack him before he completes the transmutation. Have Ed transmute the items in the courtyard to keep the minions at bay, and also have them bunched up for when he performs a Rage attack.

Rank Prizes

A or B	Charm of Renewal
C	Elixir (M)
D	Elixir (S)

CHAPTER TWO Trouble In East City



game, you'll see a cutscene with Lieutenant Hawkeye and she'll drop the Bullet of Discipline.

Follow the car-bombing terrorist down the manhole after dispatching his buddies, the hanging-around-in-the-alley-looking-menacing terrorists. If you go back and check the bombed military vehicle, you'll find a dog tag. Also, if this is the second time you're playing the



controls the floodgates. Have Ed transmute it into a cannon. Shoot the chains holding the floodgates open.

Now you can follow the original terrorist across the tunnel. Transmute as many items into armaments as possible, and watch out for the red plastic hammer. It's not a strong weapon, but it's fun to use, and you'll gain levels quickly by using it.

CHAPTER TWO Trouble In East City



BOSS: Bald

Enter the battle with a full Rage meter, then follow up with a quick combo using the red plastic hammer. Once that's done, switch to a more powerful weapon and fight on the defensive,

Rank Prizes

A or B	Lucky Pouch
C	Elixir (M)
D	Elixir (S)

letting AI take the brunt of the damage. Wait for Bald to concentrate on AI, then circle behind and attack.



CHAPTER THREE The Tucker Mystery



counter winged chimeras, distant inbred relatives of the chimera encountered in the first chapter. Watch out for their flame attacks, and don't let them gang up on you. In the Back Storeroom, you'll encounter regular chimeras, so fight them the way you did in the first chapter. There are some boxes here you can transmute into miniature wind-up versions of Ed to act as decoys, but it probably won't be necessary.



When you enter the sewers again, you'll see a gauntlet of chimeras blocking your path. Don't approach them. Instead, transmute the nearby object into a boomerang, and take them out one by one. They will

not come up to you, so this shouldn't be a problem. Keep AI by your side so he doesn't take unnecessary damage. When you go deeper in, winged chimeras will attack as well. These can be easily dispatched with a boomerang also.

OPTIONAL BOSS: Scar



[Note: It is not necessary for you to defeat Scar in order for the game to progress.]

The recommended level for Edward and Alphonse if you intend to defeat Scar is Level 15-17. There are several pieces of equipment you'll need: the Fasthold

Gloves, the boomerang and the Stylish Cow Warrior, which can be transmuted from a bottle. You should already have the boomerang just from transmuting stuff in the sewer, and you can get AI to equip one as well. The Fasthold Gloves are actually inside a crate in the southeast corner of the map, and you'll have to coax Scar into breaking the crate for you. As for the bottle for the SCW, it's behind a crate in the northwest corner of the map. Get Scar to

break the crate, but watch out—the SCW can injure both friend and foe.

Rank Prizes

A, B, C or D	Sunglasses
--------------	------------

CHAPTER FOUR Back In Resembol

OPTIONAL BOSS: Armstrong



[Note: Just like Scar, defeating Armstrong is optional. If he wins, the game will continue.] Ed is not permitted to use any alchemy during the sparring practice, so sit back and let AI start the assault. When AI's hits are connecting, quickly run up and start pressing rapidly until

you've connected up to 20 hits for a brother-assisted combo attack. Keep an eye on AI's health and replenish it if necessary, so

Armstrong keeps his attacks focused on him instead of Ed.

Rank Prizes

A or B	Bond of Brotherhood
C	Elixir (M)
D	Elixir (S)



black monsters. The humanoid ones can take on human guise. Floating ones...float, and wide ones are large and headless.

The Hill Cave is divided into nine Chambers, and Ed and Al enter the first one automatically. The others can be identified by a number on a plaque above their entrances. You need to go into



Chambers 2, 6, 8 and 9 to find the four pieces of the broken slate needed to open the sealed door in Chamber 1. Each of these slates is being held by a wide golem which you must defeat. Once you get a piece of slate, go back and put it inside the round depression in the sealed door.

Hill Cave, Chamber 1—Small and humanoid golems will attack. There's a save point near the sealed door, which you can also use to heal if necessary.



Hill Cave, Chamber 2—Humanoid, floating and wide golems are inside. The wide golem has an attack where he surrounds himself with explosives. Don't stay in close with it. Once you defeat him, you'll receive Slate A.



Hill Cave, Chamber 3—After putting Slate A in the sealed door, Ed will learn Hammer transmutation and break the wooden barrier blocking off the other chambers. Use transmutation to make shuriken to throw at the flame-spouting small golems across the crevasse. The entrances to Chambers 4 and 5 can be found here.

continued

CHAPTER FOUR Back In Resembol continued

Hill Cave, Chamber 4—This chamber is filled with floating golems that never stop respawning.

Hill Cave, Chamber 5—Chamber 5 contains small, floating and humanoid golems in addition to the entrances to Chambers 6 and 7.



Hill Cave, Chamber 6—All four types of golems are in here. Kill the wide golem to get Slate D. It's standing on a ledge with its back to the wall, and in addition to launching bombs around itself, it's equipped with some rapid-fire guns. Transmute shuriken to attack from a distance, and use Ed's Rockblockers to shield from the gunfire.

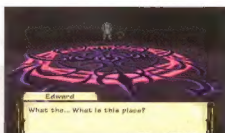
Hill Cave, Chamber 7—Small, humanoid and floating golems appear in this chamber, which leads out to Chambers 8 and 9.



Hill Cave, Chamber 8—All four types of golems are within. Transmute a hammer to break the wooden barriers, then kill the wide golem to get Slate B.



Hill Cave, Chamber 9—Humanoid and wide golems are present. After you defeat the wide golem to get Slate C, a save point will manifest. With all four slates in hand, go back to Chamber 1 and open the sealed door.



Hill Cave, Alcove of the Circle—This leads to a battle with the Phantom boss.

BOSS: The Phantom



The Phantom uses three attack types. She can launch three fireballs at you, but these can be dodged using an evade roll (R2). She can also make dark bells emerge from the ground. If Ed is standing directly above one as it manifests, he'll take damage and lose his

equipped weapon. The Phantom's fireballs can also ricochet off these bells, so watch out. The bells can be destroyed using a transmuted hammer, or with fire-based melee weapons (transmute the torches on the perimeter). When her health is low, the Phantom will perform a juggle combo that makes Ed lose his weapon, but this attack doesn't do too much damage. Try to make Al take the brunt of her attacks, but keep an eye on his health. When the battle begins, hit her with a saved-up rage attack to even the odds a bit. She moves very fast, so try to keep track of her by watching the radar. She'll also create a bunch of humanoid golems in the center once in a while. Take those out using the lance. To damage the Phantom, try attacking with the sword or while unarmed, since speed is the most important consideration.

Rank Prizes

A	Armlet of Absorption
B	Fullmetal Bracer
C	Elixir (M)
D	Elixir (S)

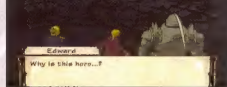
CHAPTER FIVE Bord'wan, the Dead Village

Bord'wan Village is a wasteland. As your party enters deeper into the town, golems of various types will attack. A new golem, the gargantuan golem, makes its appearance in this chapter. It has wide shoulders and long arms, and can break out of a combo with a counterattack. Also in this chapter, the silly hammer weapon can be transmuted, but it's a slightly upgraded version of the red plastic toy you found in the sewers earlier. It does more damage as more combos connect, so you're not just limited to bopping enemies for one point of damage like with the red plastic hammer.



Bord'wan, Village Gate—When you enter the village, a group of humanoid golems will ambush you. With Al and Lieutenant Hawkeye helping out, it's easy to quell.

Bord'wan, West Road—Humanoid and floating golems attack in this area.



Bord'wan, Village Square—There's a familiar-looking transmutation circle drawn on the ground, and there's a save point you can use.

Bord'wan, South Road—Small and humanoid golems attack in this area.

Bord'wan, South Road Annex—The gargantuan golem makes its appearance in this part of the road. Try to stun it by transmuting a stack of metal pans, and watch out for its counterattack.

Bord'wan, Elder's House—Go up to the burning building to start a cutscene. You have to double-back to the Village Square.

Bord'wan, Village Square (Part 2)—When you get back to the Village Square, you'll see some people standing on the transmutation circle. When the humanoid golems attack, take them out, then go out the eastern exit.

Bord'wan, East Road—Transmute a bulldozer and use it to attack the gargantuan golems. There should be two objects you can transmute into bulldozers, so when one of them finally blows up, just clamber into the other one.

Bord'wan, Mountain Pass—When you enter, two gargantuan golems will roll straight at you. Use Ed's Stonespike attack to keep them back. In the clearing, some humanoid golems will attack from the high ground. Transmute the sucking wind machine to pull them down. Don't bother trying to kill all the floating golems in the rear, but spend some time killing them if you need items.

Bord'wan, Outskirts—Go into the secluded house. Save your game, then look at all six of the shining spots in the house to make the game progress.

Bord'wan Cemetery—Right when you get outside, a cutscene will start.

continued

IF YOU'RE GOING TO SIT IN YOUR BASEMENT
PRETENDING TO BE AN ELF,

YOU SHOULD AT LEAST HAVE SOME FRIENDS OVER TO HELP.



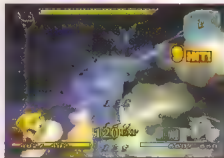
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CHAPTER FIVE Bord'wan, the Dead Village *continued*

BOSS: Crocodile Golem



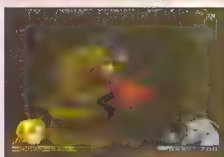
small golems that pester you while you fight their momma.

Make sure you have a Rage attack ready to go. Find the broken crates in the area and transmute them into guns, then lure the crocodile golem as close to the gun as possible before you perform the Rage attack. It should stun the crocodile golem long enough for you to man the gun and start emptying bullets into it, for an impressively high combo count. During the battle, keep using the same tactic of using Al as bait, then attacking with Ed from behind. When a red light starts emanating from the crocodile golem, it's charging up a strong attack. If you stay in close and hit it with a combo while it's charging, it's possible that Ed won't be hit by the charged attack. Occasionally some black golem eggs will spawn in the area. You can transmute them into weapons if you're fast, otherwise they'll hatch into

Rank Prizes

A or B	Armlet of Retribution
C	Elixir (M)
D	Elixir (S)

CHAPTER SIX Siam-Sid: City of Illusion



When you follow them, two different types of statue traps are activated. One is a pedestal-mounted dog torso that swivels and shoots a laser at you. Use the hammer transmutation and a jump attack to destroy it. The other is just tall statues that try to fall on Ed and will stun him if he's hit. Get close enough so they start to fall, then get out of the way.

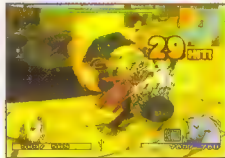


The city appears to be peaceful, but there are a number of objects you can transmute into weapons. Go along the path into the city until you reach the angry mob at the spire. After the golems attack, you'll need to buy some time for Arlen and Lieutenant Hawkeye to retreat.

Eventually you'll come across slime golems. These only take one point of damage from regular physical attacks. You can rack up a huge combo if you get one of those silly hammer weapons and start pounding on one. If you want to do

real damage, transmute an elemental weapon, like a firebrand. Climb up rope ladders and drop through rooftops to progress until you reach Lieutenant Hawkeye and Arlen on the steps of the Temple of Lebis.

BOSS: Starfish Golem



If you still have that small hammer, you can use it to whack on one of the starfish's arms, casually dodging if it swipes at you. Keep an eye on the shadow on the ground so Ed doesn't get squished by its ground pound. If it starts to shoot green lasers, just keep

whacking the leg with the hammer and ignore it (the lasers come out from the side). Eventually the starfish golem will retreat, and lots of lesser golems will emerge. Defeat them all as quickly as possible, using a Rage attack, since the starfish golem doesn't come out again until they're all defeated.

Rank Prizes

A or B	Moon Medal
C	Elixir (M)
D	Elixir (S)

CHAPTER SEVEN The Spire of Lebis



This is the final chapter of the game. You have to choose which one of the three officers (Mustang, Hawkeye or Armstrong) you want to follow. Depending on which one you choose, you'll get a different accessory, and some of the transmutable items and even enemies you encounter

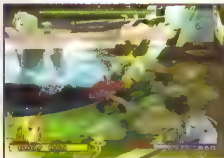
might differ. At the Spire of Lebis, Third Ascent, you'll be sealed in a room where you have to defeat all the enemies before you can escape. Once you emerge, Ed will get one of three accessories, depending on which officer you followed:

Colonel Mustang
Lieutenant Hawkeye
Major Armstrong

Flame Gloves
Bullet of Resolve
Strong-Arm Gauntlet

The first boss you'll encounter is at the height of the fourth ascent, inside the Queen's Chambers.

BOSS: The Phantom



She has a new attack, where she generates a huge black hole in the center of the battlefield which draws you in. If Ed or Al is too close to the center when she launches this attack, he'll be pulled in and juggled in the air until the attack completes. You can tell she's going to launch this attack by the green glow she generates right beforehand. Try to

abort it by attacking her, or run to the corner of the room to avoid

it. She still uses the bells and fireballs to attack, but in addition to using hammer transmutation to destroy them, you can also use dynamite and firebrands. Near the beginning of the battle, transmute

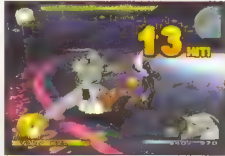
Rank Prizes

A	Alluring Cologne
B	Armlet of Absorption
C	Elixir (XL)
D	Elixir (L)

a couple of turrets and try to make her run between them to get a higher combo count. You should also use a Rage attack early on.

After transporting to the Underspire, you'll encounter some wind traps. These will affect both Ed and Al. Leave Al behind, and when you need to get up to higher ledges, make a Rockblocker so Ed can use it as a platform. When you reach the next area, Al will automatically rejoin you. On the fourth descent, you'll find Crowley inside the King's Chambers.

BOSS: Crowley (Part 1)



This fight is much easier than the fight with the Phantom. Use the transmuted lance and hit him with a combo attack. He stands up immediately at the end of the combo, so you can quickly chain two long lance combos together. When his health gets low, he'll equip a sword. In addition, if you found Ophelia (see "Cat Guide"), you can equip Al with it and command him to chain his own combos as well.

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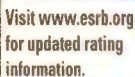
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CHAPTER SEVEN The Spire of Lebis

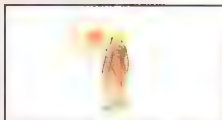
BOSS: Crowley (Part 2)



Crowley has a new look. He has much higher defense, so you'll want to keep Al's strength pumped up with Strength Elixirs throughout the battle. Crowley sometimes flies above the center of the arena and unleashes a meteor shower that strikes the entire area. Run to the perimeter to try to avoid getting hit, and also to get a better view of their trajectories. Crowley also creates some small stone pillars which can be transmuted into weapons. Be careful, though, because there are small eyes in the pillars that will

shoot fiery lasers at Ed if he wanders into their line of sight. Stick to using the lance with a shorter combo, and use the shuriken or swords transmuted from the pillars to cause more damage.

Rank Prizes	
A	Whetstone of Ages
B	Galaxy Medal
C or D	Tear of Lebis



After the battle, you end up in the Under Spire again. Look at the four glowing red circles in the all-white room, then use transmutation to destroy the three cones.

CAT GUIDE

Since Al is essentially a hollow piece of armor with a soul affixed to it, he's got a lot of storage space available. In each chapter, there's a little cat waiting in a box for Al to pick up and stick inside his armor. In addition to occasionally reoccurring when Al is idle, any cat assigned to this function acts as an accessory.



Chapter 1: Temu

Go back to the East City—Market Place, following the treasure chest.

Chapter 2: Below

Turn left when you first enter the prison.

Chapter 3: Searches

Go back to the East City—Market Place, following the treasure chest.

Chapter 4: Reule

Leave the cave after clearing the area, and enter the cave to the west after you exit.

Chapter 5: Ampleto

Go back to the East City—Market Place, following the treasure chest.

Chapter 6: Roxanne

In the Siam-Sid Street Promenade, look for the right corner, you find a cat.

Chapter 7: Ophelia

In the wind tunnel room, drop down on the far end and use the treasure chest to line up. Press X rapidly as Ed falls to trigger the cutscene, and for a few seconds afterwards, looking at Ophelia.



IMAGE CRYSTAL LOCATIONS

After you clear the game once, the next time you play there will be various image crystals scattered throughout. When you collect these, you'll unlock images in the gallery, which can be accessed from the main menu. If you beat the game again with all the image crystals collected, a treasure chest containing the Crimson Stone will appear in the area that you enter after you defeat Crowley. This chart identifies all of the areas in the game where an image crystal will appear.



Chapter One

Lior—Fountain Plaza
Temple—Easthall 2F
Temple—Westhall 1F
Lior—Residential District
Lior—Business District
Lior—Temple Approach
Temple—Prayer Hall
Temple—Charnel
Temple—Egress
Temple—Westhall 2F
Temple—Secret Passage
Temple—Easthall 1F

Chapter Two

East City—Plaza
East City—Back Alleys

Sewers—Entrance
Sewers—Depths
Sewers—Main Sluiceway
Sewers—Materials Storage
Sewers—Central
Sewers—Floodgates

Chapter Three

Tucker Manor
Tucker Manor—Laboratory
Tucker Manor—Back Storeroom
Tucker Manor—Storeroom
Sewers—Sluiceway
Sewers—Exit
East City—Freight Yard

Chapter Four

Rockbell Home—Front Yard
ReSEMBOLL—Outlying Hills
Cave—Chamber 1
Cave—Chamber 2
Cave—Chamber 3
Cave—Chamber 4
Cave—Chamber 5
Cave—Chamber 6
Cave—Chamber 7
Cave—Chamber 8
Cave—Chamber 9

Chapter 5

Bord'wan—Village Gate
Bord'wan—Village Square
Bord'wan—Outskirts
Bord'wan—East Road
Bord'wan—Mountain Pass
Secluded House
Bord'wan—South Road Annex
Bord'wan—South Road
Bord'wan—West Road
Bord'wan—Elder's House

Chapter 6

Siam-Sid—Grand Promenade
Siam-Sid—Merchant's Way
Siam-Sid—South Quarter
Siam-Sid—North Quarter
Siam-Sid—Residential Way
Temple of Lebis
Siam-Sid—Holy Quarter
Siam-Sid—West Quarter

Chapter 7

Spire of Lebis—First Ascent
Spire of Lebis—Second Ascent
Spire of Lebis—Third Ascent
Spire of Lebis—Fourth Ascent
Underspire—First Descent
Underspire—Second Descent
Underspire—Third Descent
Underspire—Fourth Descent

Total Crystals: 64



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FANTASTIC 4

The origins of the Fantastic Four depend on which source you rely on to get your superhero history. But the end result of both the comics and the newly released motion picture are the same: Four ordinary people gain extraordinary powers from a cosmic blast in the vacuum of space. There's Reed Richards (Mr. Fantastic), whose body can stretch every which way; Sue Richards (Invisible Woman), who has the ability to become invisible and generate force fields; Johnny Storm (Human Torch), who can turn himself into a flaming inferno; and Ben Grimm (Thing), whose tough, stone body makes him a human tank. You'll have complete control over all four as you square off against some of the most well-known archenemies from the legendary comic book series.

CONTROL YOURSELF



Throughout your adventure, you'll take control of different members of the team. Sometimes it's just one character, sometimes you can switch between two or three of them, and there are even times when you can take control of any member of the team at any time. This means that the game can be played—and

beaten—in many different ways. However, there will be instances in which you must take control of a specific character and utilize their special skills, so it's best to master all four characters and their abilities instead of concentrating on just one.

GO MINI



At specific points in the game, you'll have to play timed mini-games for each character. Your clue that it's time for a mini-game is a glowing circle (or "hot spot"), which indicates where you need to go to start it. Reed's mini-game (blue) is always a simple puzzle.

Sue's (orange) is a button-masher, Johnny's (red) is a timing challenge. These aren't particularly difficult, but they do add some variety to the gameplay.



IT'S LIKE, COSMIC



Even superheroes need to step it up a notch every once in a while. That's where Cosmic moves come into play. A Cosmic attack is a powerful move that can cause much more damage than a standard heavy or light attack. But you don't have unlimited Cosmic attacks; every time you use a Cosmic,

your blue Cosmic meter is depleted. Fortunately, the meter automatically refills during normal gameplay, and you can also fill it faster by picking up blue orbs that defeated enemies sometimes drop.



CREATING COMBOS



While *Fantastic 4* isn't a fighting game, it does feature a popular element found in them: combos. In terms of effectiveness, these three- and four-button moves fall somewhere between a heavy attack and a Cosmic attack. Some combos are better than others, but most of them cause sizable damage

to multiple enemies. You don't need to worry about memorizing a long list of button presses, either. You can see a list of everyone's combos by choosing "Upgrades" from the pause menu.

IT'S SUPER, MAN

When even Cosmic attacks aren't good enough, each member of the Fantastic Four has his or her own Super Attack, which lets you dole out devastating damage and renders you invincible for a short time. Performing three- and four-hit combos and picking up gold orbs will fill your Super meter and unlock the true power of your character. Be warned, though: A lot of the later missions include Bonus Objectives that call for you to not use any Supers. You probably won't need to use them very often, but they can be fun from time to time and will come in handy when you're low on health and surrounded by enemies.

FREE UPGRADE!



Every time you kill an enemy, you rack up points, which are basically used as currency in the game. To make specific attacks more powerful and efficient, you can purchase upgrades by choosing "Upgrades" from the pause menu.

FINISH HIM!

After making it through a boss battle, you'll sometimes find yourself ready for a Finisher. The move calls for you to make four well-timed button presses according to the sequence that appears on the screen. If you hit your mark, your character will perform an especially impressive finishing move.

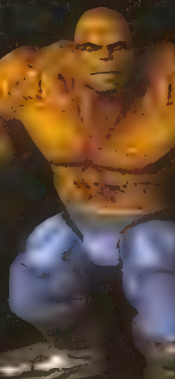


F4 ICONS

A secret F4 icon is hidden in every level of the game. They'll be fairly obvious and easy to find in the first few levels, but as you progress, their locations will become a little more obscure. Sometimes you'll have to smash a certain object or defeat an enemy a certain way to reveal the icon. You'll unlock certain secrets in the game depending on how many icons you discover, so finding them isn't necessary to finish the game. But finding the icon is always a Bonus Objective on every level, so if you want to complete every objective, you'll need to find them all.

FINDING A GOOD FIT

Since you can control more than one character in almost every level, there's really no set way to complete it. The best method is to find the character that most closely resembles your gameplay style. Sue isn't very strong, but she has powerful defenses. Johnny can't take a lot of damage, but has great ranged attacks, while Ben can take tons of damage and makes his way with melee and hand-to-hand combat. Reed is probably the most balanced of the four, as he can utilize mid-range attacks but can also dish out plenty of damage in close-quarters fighting.



MISSION STRATEGIES



CHAPTER 1: INTRO

MISSION 1: Cosmic Storm (Ben)

Primary Objective: Close the shields
Bonus Goal: Finish in under 5 minutes



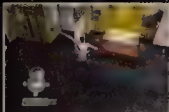
This first level is a very brief introduction to the group and explains how they all gained their special powers. This particular level is Ben's introduction.

F4 Icon: When you first get control of Ben, take the first left to find the icon.

Guide Ben from station to station and close the shields. You won't be able to close all of them, though, because a scripted explosion will send you reeling—and Cosmic rays coursing through everyone's bodies.

MISSION 2: Reed's Escape (Reed)

Primary Objective: Find Sue
Bonus Goals: Defeat 10 enemies, lose no lives

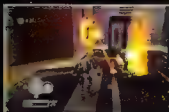


Reed awakens to find himself stretched out on the bed...literally. You'll try your hand at the first mini-game here, as Reed hacks the system to open the door. Line up the links so the energy reaches the center and the door will open. You'll unlock a security robot that mistakes you for Victor Von Doom, which is a good thing in this case. Work your way through the level, fighting off enemies and finding Reed's blue hot spots.

F4 Icon: It's in the second room you enter after unlocking the robot. Run toward the "L7 Security North Wing" sign and take a left. Go to the hot spot, which knocks the icon down.

MISSION 3: Human Torch (Johnny)

Primary Objectives: Escape the hospital wing, find the nurse, seal off the hallway
Bonus Goal: Defeat 25 enemies



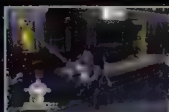
Meet Johnny Storm, a.k.a. the Human Torch. Johnny is good with long-range attacks, but not so good up close. Since this is a basic level, though, you should be fine if you decide to engage the sentries in some hand-to-hand combat. Don't rush through if you want to achieve your Bonus Goal. Take your time and experiment with some of Johnny's attacks and combos. Just keep an eye on your health meter, because if he takes enough punishment, Johnny could have some issues (mainly with survival).

F4 Icon: When you first emerge from Johnny's room, turn left. The F4 icon will be in the first room on the left, right before the double doors.

CHAPTER 2: BROOKLYN

MISSION 1: Yancy Street (Ben)

Primary Objectives: Protect Alicia, defeat the thug boss
Bonus Goal: Defeat 30 enemies



There's no secret to this mission, but it's a good time to start mastering the Things' combos and Cosmic Attacks. The key is to shake the guys off the fire escapes, because they can hurt you with their shotguns.

Once you take care of them, you can concentrate on the pipe-wielding thugs. Work your way through the streets and alleys to meet up with the Thug Boss and his henchmen. This is a good place to give your Super a try for some serious doberber!

F4 Icon: After you break through the fence, go straight across the alley and break through the second fence to find the F4 icon.

MISSION 4: Invisible Woman (Sue/Reed)

Primary Objective: Find Reed
Secondary Objective: Don't trigger any alarms
Bonus Goal: Lose no lives



Next up is Sue Storm, brother of Johnny and fiancée of Reed. The most difficult challenge in this level is keeping your Cosmic power bar full enough to stay invisible. After taking out the two hovering robots, take a break at the nurse's station and wait for your Cosmic power to replenish. If you can sneak past all the sentries without meeting Reed, the two of you can dispatch with the sentries fairly easily.

F4 Icon: After you and Reed take out all the robots, go back the way you came. Take a right at the end of the hall to find the door open to the last room on the left. Go in, grab the icon and head back to where you were.

MISSION 5: Ben's Rampage (Ben/Fantastic Four)

Primary Objective: Hold back hospital security
Bonus Goals: Destroy 15 objects, defeat 20 enemies



Last but not least is Ben Grimm, the only member of the Fantastic Four who can pick up objects and use them as weapons (light poles, wrenches, etc.). This level takes place entirely in Ben's hospital room, so it's relatively short. Sentries will come into the room in waves; you should have no problem destroying 20 of them, and 15 objects will be destroyed as collateral damage during the course of your battles. After you defeat the sentries, you'll face the game's first boss. The UltraBot isn't particularly challenging, especially when the rest of the gang shows up to help you.

F4 Icon: Smash the bed to uncover the F4 icon.

MISSION 2: Capture Ben (Sue/Reed)

Primary Objectives: Stop Ben's rampage, repair the train tracks
Secondary Objectives: Save the dangling civilians
Bonus Goal: Defeat 10 enemies



Watch out for the guys hurling Molotov cocktails at Reed and Sue—fire hurts. Take them out first, then clear the rest of the area and you'll see a hot spot for Sue. Destroy the rubble and continue your chase, taking out enemies as you go. When your secondary objective appears, take control of Reed and quickly move to his hot spots, using the Grab button to pluck the civilians down to safety. Your next objective will involve both Sue and Reed, so be ready. When you finally catch up to Ben, he bails and leaves Reed and Sue to finish the thugs off.

F4 Icon: When you turn the corner and see the train tracks (and Ben running back and forth), go into the little fenced area to your right and grab the icon.

MISSION 3: Damage Control (Ben/Sue/Johnny)

Primary Objective: Save the fire truck
Secondary Objectives: Free the trapped woman, rescue the civilians
Bonus Goal: Finish in under 2:30



This is a straightforward mission; you shouldn't have any trouble meeting all the objectives. Remember your color-coded hot spots and you'll be fine. Save the trapped woman with Ben, then run over to the fire truck and give it a tug. Even though Reed is calling for Sue's help, ignore him for the moment because you'll need both Sue and Johnny to rescue the civilians. Head over to them and use Sue to create a force shield around them, then take control of Johnny, grab them one by one and take them out to safety.

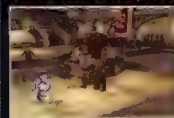
F4 Icon: When you're saving the civilians, look behind the burned-out car on the right.

All that's left is the fire truck, so take Sue over and have her do her thing, then bring Johnny around to the other side and complete his task.

CHAPTER 3: UNDERGROUND

MISSION 1: Grand Central (Reed/Ben)

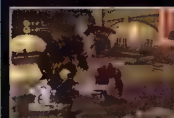
Primary Objectives: Defend the civilians, rescue Alida, carry Alida back to the entrance
Bonus Goals: Destroy 20 objects, defeat 20 enemies, lose no lives



The first thing you should do is take control of Ben, destroy the kiosk in the middle of the station, take the two concrete chunks and close off the Moloids' entry point. Once you've taken out all the Moloids in the main station, head downstairs into the subway. You might want to take control of Reed at this point,

because you'll be facing poison-throwing goons that reverse your controls (Reed is immune to poison).

F4 Icon: Before you leave the subway platform, go to the upper right corner, get across the tracks (without getting hit by the train) and grab the icon.



Head back up into the main station for another boss battle. The Crusher is only vulnerable on his butt; any blows to the front of his body will be blocked and countered. You should still be using Reed, so get behind the Crusher, stand back and use your Stretch Punch. He'll immediately wheel around and try to crush you, so be

ready to move as soon as you throw the punch. Repeat until he's either dead or you get the Finisher prompt.

MISSION 2: Mole Man's Lair (Reed)

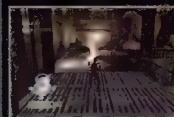
Primary Objectives: Search the sewers, defend the civilian
Bonus Objectives: Finish in under 9:00, use no supers



When the mission starts, immediately jump up the concrete "stairs" and head for the civilian, watching out for the steam bursts along the way. Take out the Moloids and hack the computer. Go back past the steam bursts and meet your new enemies—rocket-launching Moloids. Take these guys out, go around the corner and meet yet

another new baddie, the Digger. Continue around and hack the computer again, then head through the just-opened door into the next area.

F4 Icon: Go to the second sewer grate (at ground level) and stretch through to get the icon.



Go up the stairs and use your "platforming" skills to make it across the sewage vats. You'll face a small brigade of Mole Man's minions; you should first take out the rocket-launchers, then concentrate on the Diggers. Another Crusher will appear, so use the same strategy on this one as you did in the train station.

CHAPTER 4: TIKAL

MISSION 1: Jungle (Ben/Reed)

Primary Objectives: Find the Aztec Temple, make it across the bridge, break the temple seal
Secondary Objective: Collect meteor pieces
Bonus Goals: Land 10 three-hit combos, defeat 25 enemies



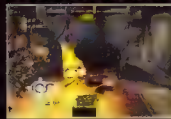
Follow the trail and pick up the first two meteor pieces. Watch out for the patches of green leaves, or risk getting spiked. When you get to the fork, take out the spider on steroids (and its underlings)—this is a good place to rack up some three-hit combos. The third meteor piece (and the F4 icon) is at the end of this path. When you get to the bridge, shake it to knock the Aztecs down, then hurry across and grab the fourth meteor piece. Kill the warrior standing by the dead tree and knock the tree down to get across the chasm. Go slowly, because if you fall, you're dead.



Grab meteor piece #5 and the Supers icon. You'll come across Reed fighting below; head down, grab the sixth meteor piece and do some doberberin. Place the statues in the pedestals, then take control of Reed and use the Stretch Punch to knock out the eyes of the idol statues to break the temple seal.

head down, grab the sixth meteor piece and do some doberberin. Place the statues in the pedestals, then take control of Reed and use the Stretch Punch to knock out the eyes of the idol statues to break the temple seal.

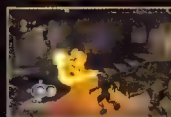
MISSION 3: Warehouse (Johnny)



Primary Objectives: Don't let 15 Egg Moloids escape, block the Moloid escape route/defeat the Crusher

Bonus Goals: Destroy 20 objects, finish in under 3:30, land 5 three-hit combos

F4 Icon: Look left as soon as the mission starts and destroy the explosive barrel to knock down the office supports; the icon will appear.



After you destroy the pillars and cover the Moloid escape route, wait for the Crusher to clear a path and then move on to the second one. Johnny moves much faster than the Crusher can, so stay behind him and light him up with a few Firewall attacks.

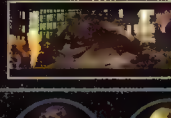
MISSION 4: Mole Man's Creature (Fantastic Four)

Primary Objective: Defeat Mole Man's Monster

Bonus Objectives: Finish in under 4:00, lose no lives



Taking down the Moleoak isn't too difficult; you just need to pay attention. You'll spend most of the fight dodging and taking out Moloids. When the Moleoak slams his fist down, a hot spot for Sue will show up. Once you pin one hand down, wait for him to slam the other fist and pin that one down, too. Once both hands are tied down, run up to the Moleoak and pound him in the neck.



F4 Icon: Moloids will be emerging from underground on the top and bottom of the screen. Watch for the Moloid with a sack slung over its back.



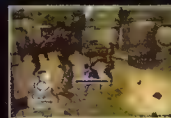
F4 Icon: After defeating the big momma spider, follow the path on the left. Before you reach the Aztec warriors, destroy the overgrowth on your left (you can see the spinning "extra life" icon through it). Take that path and find the three statues and plant them in the pedestals. The idol statue will spit out the F4 icon.

MISSION 2: Temple Exterior (Reed)

Primary Objective: Find the temple entrance

Secondary Objective: Collect meteor pieces

Bonus Goals: Land 10 three-hit combos, defeat 20 enemies, destroy 10 objects



The first meteor piece is to the left of the stairs at the beginning of the mission.



F4 Icon: When you go up the second flight of stairs, take all the warriors out (including the peashooters across the way with the Stretch Punch). Once they're down, the F4 icon will appear.

Drop down and grab the second meteor piece. Light the three goons (use the Stretch Punch for the far one) to open the next door, where you'll see the third meteor piece—behind rows of spikes. If you time this right, you can grab the meteor piece without getting hurt. Make a break when the row directly in front of

you is clear. Go onto the right row when the spikes are about to pop up, then go back to the left and get to the panel in front of the meteor. When the spikes are about to pop up again, go to the meteor, grab it and go back to where you started. To get to the next door, wait until the second row is clear and go for it, then move to the first row (to the left) if you don't make it. In the next room, don't waste time on the warriors, as they'll keep respawning if you kill them. Use your Stretch Punch to light the goons, and keep running between them and punching them to keep them lit.

continued

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CHAPTER 3: TEMPLE

MISSION 3: Temple Interior (Sue/Reed)

Primary Objective: Find the inner temple
Secondary Objective: Collect meteor pieces
Bonus Goals: Use no supers, lose no lives



Drop down and grab the first meteor piece. To beat the "pit boss," nail him with the Force Wall twice. When he goes down, jump up on the pedestal and use your heavy attack to pound on the icon. When it recharges the stone monster, jump down and repeat. Don't get too close, especially when he roars—he

unleashes an energy blast that will knock you back. You should be able to beat him in three or four rounds.

Go invisible to get past the wall spikes and take out the oversized spider.

F4 Icon: After you kill the monster spider, go down the stairs to the right and jump across to get the icon.

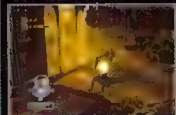


To get the third meteor piece, jump across the two gaps and then up onto the branch on the right. Slowly walk back and grab the meteor piece. Reed joins you in the next sequence to fight the stone warriors: Don't try to damage Diablo—it's not time yet. Take control of Sue and go on the run when her health gets too low. For the next jumping puzzle, make sure you get the meteor piece first, otherwise you won't be able to reach it once you pull the lever.

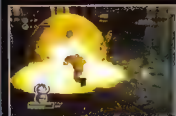
CHAPTER 5: MUSEUM

MISSION 1: Alicia in Peril (Reed/Ben)

Primary Objectives: Protect the museum patron, access the control room, rescue Alicia
Bonus Goals: Destroy 20 objects, defeat 25 enemies, lose no lives, finish in under 7:00



Take out the mummies, then go upstairs to hack the security system. Go back to where you started and take the elevator up the stairs in the main exhibit room. Get up the stairs and save the security guard, who will give you his elevator access key. Take the North Hall elevator to get back to the control room and hack the system again.

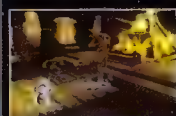


F4 Icon: Smash the plant in the corner to the right of the West Hall elevator.

Take the elevator back to the main exhibit hall and defeat the mummies to rescue Alicia.

MISSION 2: Civilian Rescue (Ben/Johnny)

Primary Objectives: Guard the civilians, save the woman in red, escort the woman to safety, kill the Mummy King
Bonus Goals: Destroy 20 objects, use no supers, finish in under 8:00



Take out all the mummies. When the Mummy King scoops up the woman in red, follow him into the next room. Use Ben's mini-game to knock the statue down and use it as a ramp to get to the elevator. In the next room, Cosmic attacks work well against the reanimated statues.

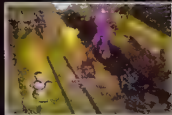
F4 Icon: Destroy the pile of rubble that trapped the civilian in the cutscene.



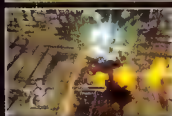
You'll think you're in a boss battle when you catch up to the Mummy King, but you're not—at least, not yet. Ignore him for now and concentrate on the pyramid in the back of the room. Destroy it by throwing objects (or mummies) at it. Don't get too close to it, or else it'll knock you back with an energy burst. Once it's destroyed, the Mummy King takes off. As you escort the woman, don't get too far ahead of her, as she's completely defenseless. When you fight the Mummy King, Johnny will be there to help. Pummel the King and watch out for his special attacks.

MISSION 4: Diablo (Fantastic Four)

Primary Objective: Defeat Diablo
Bonus Goals: Finish in under 4:00, lose no lives, destroy 5 objects, use no supers



F4 Icon: When you first walk in this room, go right and use Reed's Stretch Punch to kill a hanging spider and knock down the icon.



There's no secret to beating Diablo, you just need to always know where he is and avoid him when he transforms into the giant stone warrior. When he transforms back, he'll be dazed for a few seconds, so be ready to pound on him. If you can catch him in his human form, you can rack up some extra damage, but he'll constantly transport himself around the room, so he's tough to pin down.

MISSION 3: Fire Patrol (Johnny)

Primary Objectives: Fix the sprinklers, weld the broken water pipes, turn on sprinklers, get back to the Egyptian Wing



Bonus Objectives: Destroy 10 objects, use no supers, finish in under 7:00

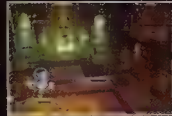
F4 Icon: Destroy the first display cabinet on the right in the East Hall.



Go to the end of the hallway and take a left. Avoid the steam bursts and work your way to the sprinkler valve. Now you've got to go back and fix the pipe where the steam bursts were coming from. Take out the mummies first, otherwise they'll knock you off the pipe. Go back to the valve and turn the sprinklers on, then head back to the West Hall. Defeat the enemies outside the West Hall to complete the mission.

MISSION 4: Horus (Fantastic Four)

Primary Objective: Defeat Horus
Bonus Objectives: Use no supers, lose no lives, finish in under 5:00



Use Reed's Stretch Punch and smack Horus in the head until his energy is depleted. When he comes down for the fight, take control of Ben. Horus is surrounded by an impenetrable shield, but after he releases an energy burst he's vulnerable for a few seconds. Nail him with a Bull Rush or Thunderclap (you'll only have time for one attack) and keep moving. Repeat until his energy is gone. But you're not done yet—now Horus is armed with the scythes on the wall. Take control of Sue, keep your distance and nail him with a Force Wall until he goes down.

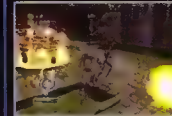


F4 Icon: The icon is in one of the small display cases in the far right of the room.

CHAPTER 6: TIMES SQUARE

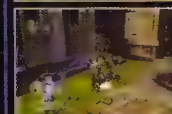
MISSION 1: Robot Attack (Reed/Sue)

Primary Objectives: Protect the civilians, escape the indestructible robot, protect the civilians



Bonus Objectives: Destroy 20 objects, lose no lives, land 10 three-hit combos

When the indestructible robot appears, make a break for it. Jump onto the boxes to get over the wall.



F4 Icon: After you clear the first wall, the icon is in the back of the big rig.

When you reach the courtyard, take out the robots but keep an eye open for the indestructible's laser sight and take evasive action when it trains on you.

In the second courtyard, take control of Reed and use the Grab button to rescue the dangling civilians.

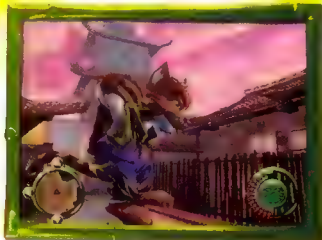
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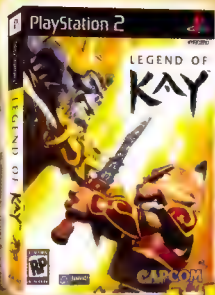
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CHAPTER 4: TIMES SQUARE (continued)

MISSION 2: Find Teammates (Ben/Johnny)

Primary Objectives: Knock some sense into Johnny, protect the civilians, defend the gas station
Bonus Goals: Finish in under 6:00, defeat 20 enemies, use no supers, land 8 three-hit combos



After smacking the Human Torch around a bit, head through the open gates and take on the robots. Watch out for the robot ninja, which will come bouncing in near the end of the fight. After dispatching the robots, continue through the square until you reach the gas station. Make sure at least one of the gas pumps survives to complete the objective.

F4 Icon: Smash the dumpster in the back of the gas station.

MISSION 3: WarMech (Fantastic Four)

Primary Objectives: Destroy all robots, destroy the Heavy Mech
Bonus Goals: Finish in under 5:00, land 2 four-hit combos



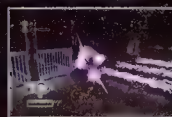
F4 Icon: Smash the police car at the bottom left of the enclosed area.

Lay the smack down on the robots. Reed and Sue show up, and they've brought their good friend the indestructible robot with them. Luckily, the military vehicles can knock its shields down temporarily. When they're down, come up behind it and hit the fuel cell on its back. Do this a few times and eventually the shield will stay down.

CHAPTER 7: VAULT

MISSION 1: Rescue Ben! (Sue/Johnny)

Primary Objectives: Defeat cell block security, locate Ben, recapture at least five prisoners, disable Ben's cage, defeat remaining security
Secondary Objective: Recapture all prisoners
Bonus Goals: Finish in under 10:00, defeat 20 enemies, use no supers, land 3 four-hit combos



When you're in a location that has "robot stations," destroy these first to stop a constant flow of new enemies. Also be careful around the prisoners, because you can kill them as well. Use the Grab button to get the thugs up in the air, then fling them toward their cells (the cell will automatically close when they're in). When possible, destroy the power stations (they've got a blinking green light on them) near the force fields to disable them.

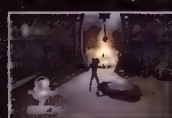
F4 Icon: If you get all the prisoners safely back in their cells, the icon will be outside the door leading to Ben.



Once you get inside the room where Ben is being held, use a Force Wall to destroy two of the crystals in the outer wall. Johnny will show up after this to help you clean up. Work your way around the perimeter and destroy the robot stations, then take the rest of them out.

MISSION 2: Disable Security (Reed/Ben)

Primary Objectives: Protect Ben until he recovers, locate and hack mainframe, escape to the elevator, defeat Blastaar
Secondary Objectives: Release Ben, recapture prisoners
Bonus Objectives: Finish in under 11:00, defeat 20 enemies, lose fewer than two lives, land 5 four-hit combos



After Reed squeezes through the laser shield, be careful not to walk over the edge. Squeeze through the lasers at end of the walkway, then take a hard left to hack the computer and free Ben. Grab the prisoners and chuck them back in their cells, but watch out for the falling rubble that knocks the grates down. Get to the mainframe room, lower the staircase and destroy all the shield generators, then hack the mainframe. Go back around and you'll take on Blastaar.

F4 Icon: Before you finish off Blastaar, go into his cell and grab the icon.

MISSION 3: Prison Chase (Sue/Johnny)

Primary Objectives: Defeat Dragon Man, defeat the remaining security
Bonus Goals: Finish in under 9:00, defeat 15 enemies, use no supers, destroy 10 objects

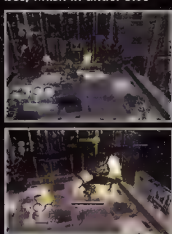


F4 Icon: After Sue destroys the rubble, go into the first cell on the left and destroy the box to uncover the icon.

Work your way through the halls, using Sue and Johnny's mini-games when necessary. When you reach Dragon Man, use Johnny and fight fire with fire...literally. Stay mobile, or else he'll pin you in a corner with his fireball breath.

MISSION 4: Dragon Man (Fantastic Four)

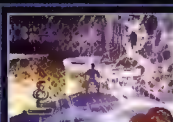
Primary Objectives: Defend the first elevator, defeat Dragon Man...for good!
Bonus Goals: Defeat 15 enemies, use no supers, land 10 four-hit combos, finish in under 3:00



Much like with Ben and Johnny at the gas station in Times Square, this time Johnny and Sue must defend the elevator. Don't get drawn too far from the elevator motors; let the robots come to you.

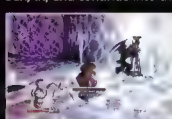
F4 Icon: Destroy the crate in the lower-left corner of the first elevator to uncover the icon.

When you hear Sue mention a second elevator, get on it and reunite with Ben and Reed. Even though Dragon Man is hovering, Ben's Elbow Drop and Thunderclap can still mess him up. Be sure to keep an eye on the elevator motors, too.



Hit the bridge three times to knock it down. Use Reed's Stretch Punch on subsequent bridges (they'll be on the other side of the gap you want to cross). Also use Reed's Stretch Punch (or throw a crystal) to destroy the stationary snapping plants.

When you get to the large room with hexagonal tiles on the floor, stay on one of the large blue tiles. Take out the spiders to open the door and let Reed (or Ben) in, and continue into the next room for a showdown with Annihilus.



Against Annihilus, land as many Cosmic attacks as you can before he hits you, because every time he hits you, you lose Cosmic power. He has several attacks: an energy burst, a charge attack and a punch flurry. Go toe-to-toe with him using Ben, and when he goes to "recharge," pound on the spiders.

continued

CHAPTER 8: SHIELD

MISSION 1: Nanite Infection (Reed/Ben)

Primary Objectives: Find Sue and Johnny, investigate strange entity, defeat Annihilus
Bonus Goals: Finish in under 8:00, defeat 30 enemies, use no supers, lose no lives, land 15 three-hit combos

F4 Icon: At the beginning of the mission, run straight ahead and jump up to the highest platform.



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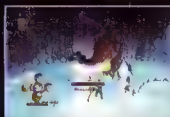
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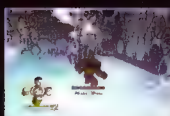
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CHAPTER 8: SPIDER: LAMARCA

MISSION 2: Plasma Worm (Fantastic Four)



Primary Objective: Destroy the Plasma Worm
Bonus Goals: Finish in under 5:00, defeat 10 enemies, use no supers, lose no lives
F4 Icon: The icon will appear in the upper right corner of the arena once the mission starts.

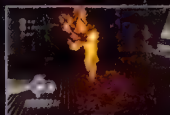


Don't worry about trying to hit the Plasma Worm when it's "swimming" around the Cosmic goop—that's when you should concentrate on the spiders. Wait for the pillars to rise from the pool. Once that happens, the Worm will wrap itself around one, run to the pillar and destroy it (the pillar). The Worm will take some damage and all the pillars will disappear. Repeat until the Plasma Worm gets sucked into the cosmic abyss.

CHAPTER 9: SPACE

MISSION 1: Infestation (Johnny)

Primary Objectives: Activate life-support system, turn on main power generator
Bonus Goals: Use no supers, defeat 30 enemies, lose no lives, land 5 four-hit combos



You only have seven minutes to complete this mission, so you've got to move fast. The first hot spot is down the ramp, through the door you just opened and to the left. Take out any hives you see along the way, and kill the flying pests before trying to engage a hot spot. Leave the first spot and take a left down the ramp. Take out the Plantoids (plant-spider things) and watch for the tree stumps in the middle of the path. They're poison shooters and will reverse your controls—not the kind of confusion you need on a timed mission. Either set them ablaze or just jump over them. Go down to the end of this path, where you'll find two hot spots.



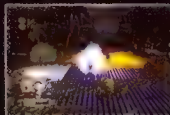
Burn through the overgrowth on the door to the left of the two hot spots (either with Fireballs or the explosive fuel cells), and head down to the battle with the giant beetle. This beetle is only vulnerable on its butt, so stay behind it and smack it a few times with the FireVortex.

F4 Icon: After you kill the beetle, the icon will appear.

Go to the end of the path and activate the conveyor belt, and then move over to the hand reader. Time it so that you press the Grab button when the fuel cell is directly underneath the chute.

MISSION 2: Hunt for Shields (Sue/Ben)

Primary Objectives: Find the shield pieces,lobber the Plant Creature
Bonus Goals: Destroy 15 objects, finish in under 6:00, lose no lives, use no supers



Exterminate the bugs, have Sue use a Force Bind on the overgrowth and use Ben's mini-game to tear it apart—do the same thing in the next two rooms. In the third room with the overgrowth covering the door, take the door to the left.

F4 Icon: Destroy eight Plantoids in this room to reveal the icon.

Now you can go back, destroy the bugs and do your thing on the overgrowth to get to the next boss battle.



First, go to either side and take out the hives. Then come back to the middle of the room and wait for the Plant Creature to spit out some Plantoids. Once you've killed all the Plantoids, the Creature will let out a painful scream and reveal its vulnerable spot. Run up to it and nail it repeatedly until the Creature pounds the ground.

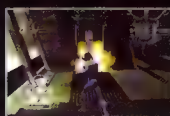
Back off, avoid the loogies, and wait for another round of Plantoids. Repeat until the Plant Creature has been sufficiently clobbered.

MISSION 3: Station Destruction (Reed)

Primary Objectives: Initiate station self-destruct, destroy all three shield generators
Bonus Goals: Finish in under 5:00, defeat 15 enemies, land 5 four-hit combos, lose no lives

There are three rooms in which you'll have to hack the computers, but make sure you "do" each room sequentially. Go up the stairs and take a right all the way to the end (Room 1).

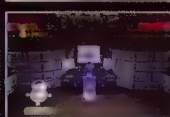
Exterminate the bugs (don't worry about the poison-spitters—Reed is immune), then go up and activate the middle terminal. Here's the sequence you have to follow to re-route the reactor power:



Center, Left, Right, Center, Right, Center, Left

In Room 2, activate the terminal, then take out the shield generators with the hardest working attack in show business, the Stretch Punch.

In Room 3, do Reed's mini-game to activate the maintenance ramp.



F4 Icon: If you accessed the terminal rooms in sequential order, the icon will be at the top of the stairs after you complete the mini-game in Room 3.

When you come out of Room 3, another beetle will show up, but you can ignore it. Get across the maintenance ramp and finish the mini-game to complete the mission.

CHAPTER 10: DOOM

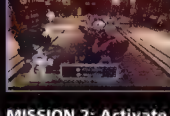
MISSION 1: Defend Baxter Building (Ben/Johnny)

Primary Objectives: Defend the turrets, stop the courtyard attackers, secure the first floor
Bonus Goals: Defeat 30 enemies, finish in under 8:00, land 10 three-hit combos, lose no lives



Like the gas station and the elevators previously, you've got to defend inanimate objects. This time around it's two laser turrets that have gone offline.

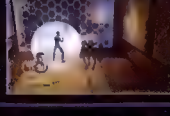
F4 Icon: Once you're inside, fight your way into the lobby and head for the front desk area to the right. Activate the computer (with Ben), then go across the lobby and grab the icon.



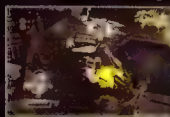
Jump back into the mix, land your three-hit combos, then get the robot out of the turret. Jump on and get ready, because you're going to be bombarded. You definitely won't have a problem meeting the "defeat 80 enemies" objective here.

MISSION 2: Activate Defenses (Reed/Sue)

Primary Objectives: Sneak into security center, hack into security system
Bonus Goals: Finish in under 10:00, defeat 50 enemies, lose fewer than two lives, land 10 four-hit combos



When you get to the room with the laser turret, use Reed to hack into the control system and reprogram it. Fight your way through the sentries, use Reed as a bridge outside and bust your way into the security center.



F4 Icon: When you drop down into the security center, run straight ahead to the corner and grab the icon.

Get Reed to the terminal and hack the system to unlock the mech, then run to the mech terminal. The controls for the mech take a few seconds to get used to, but once you've got them down, stay close to Sue and do some damage, *Robotch* style.

continued

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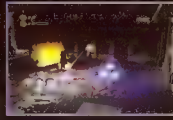
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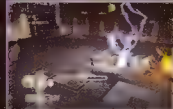


MISSION 3: Attack Doom! (Reed/Sue/Johnny)

Primary Objective: Defeat Dr. Doom
Bonus Goals: Defeat 15 enemies, use no supers, land 10 three-hit combos, finish in under 10:00



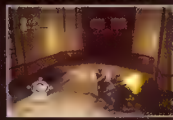
The easiest way to defeat Dr. Doom here is to take control of Johnny, since he's the most agile, and dodge Doom's attacks until his shields go down. When they do, target him and commence the pummeling. Johnny's Firewall is good here if you get close enough.



F4 Icon: The icon is floating out beyond the edge of the roof on the far right. The only way we could figure out how to get it is to jump over the edge with Johnny, and float to the icon. Unfortunately, there's no way to get back to the roof, so make sure you've got a life to spare.

MISSION 4: Ben's Quest (Ben)

Primary Objectives: Get to the main elevator, find the hidden security terminal, get back to the chamber room, activate and use the chamber, find Reed, Sue and Johnny.
Bonus Goals: Use no supers, lose no lives, land 10 three-hit combos, land 10 four-hit combos



This mission features one of the last things you'd probably ever want to see: a shirtless Michael Chiklis. Since Ben is in his human form, he's not quite the badass he is as the Thing, but he can still destroy robots with his bare hands. When you enter the lab, grab the pipe wrench from the ground to your left and pound on the

robots. Or you can knock over the lab station on the right (which will catch fire and take one robot out), then run to the conveyor belt and activate it to take care of the other one. Go to the next lab and fire up the jet engine to eliminate the next two enemies, then continue to the elevator. When the robot ninja appears, run back into the second lab room, go to the opposite side of the jet engine and fire it up. Find the hidden security terminal (there are four possible locations) and head back into the chamber. Ignore the robots and get to the four activation points, then run into the chamber. After you emerge as the Thing, it's your-know-what time. Clear the room, then head out into the hallway.

F4 Icon: After you leave the chamber room, go straight ahead and smash the wall where it's cracked. Go in and grab the icon.



Go back up the stairs toward the elevator, and smash the wall on the left. This is where you'll land your three- and four-hit combos...but things can get hairy here, so keep an eye on your health and use your Cosmic attacks if you need to. When you face the reprogrammed security mech, try to stay behind it. Even though you can damage it in the front, it can't attack you when it can't see you.

MISSION 5: Dr. Doom Part 1 (Ben)

Primary Objective: Defeat Doom
Bonus Goals: Lose no lives, use no supers, land 5 three-hit combos, finish in under 10:00



It's time for another showdown with Dr. Doom, only this time it's a one-on-one matchup. Immediately execute the Finisher to get down to the next level, where there will be three "refilling pylons." Avoid Dr. Doom's "lightning tornado" attacks; when they stop, go to one of the stations and destroy it. Repeat until

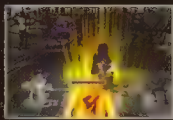
all three are smashed to bits.

F4 Icon: Once you've destroyed the three refilling pylons, the icon will appear.

Use your Cosmic attacks (and don't forget about those three-hit combos) to attack when his shields are down. Execute the Finisher move to complete the mission.

MISSION 6: Dr. Doom Part 2 (Fantastic Four)

Primary Objective: Defeat Doom
Bonus Goals: Lose no lives, use no supers, finish in under 10:00

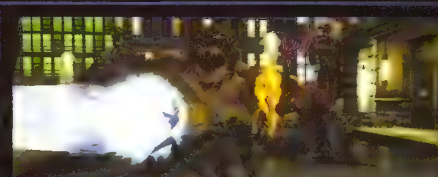


Pick a character and pound on Doom, but watch out for his energy blast. When his health gets low, Reed will call for Johnny to pull off a Supernova. Take control of Johnny and execute the Finisher. Once that's done, you'll automatically take control of Sue. Do her mini-game to finish Doom off.

F4 Icon: If you pull off the Supernova on the first try, the icon will appear in the middle of the street.



But Doom isn't done yet, so neither are you. In his new form, he's invincible. All you can do is evade him until he releases his energy burst. After he does that, take control of Ben and do the Finisher. While Ben pounds on him, you'll take control of Reed. Run over to the fire hydrant and watch Doom turn to ash.



SECRETS AND UNLOCKABLES

Collect the corresponding number of F4 icons to unlock the items listed below:

Number of Coins Found	Unlockables
2	Arena Fight—Barge Arena/Hospital Guard Enemies
4	Underground Arena—Mole Man's Minions
7	Tikal Arena—Diablo's Fiends
9	Stan Lee interview #1
13	Stan Lee interview #2
20	Horus Arena—Ancient Relics
22	Developer interview #1
25	Elevator Arena—Vault Security
26	Stan Lee interview #3
28	SHIELD Arena—SHIELD Mutations
29	Stan Lee interview #4
31	Guard Granny game mode
33	Developer interview #2
35	Stan Lee interview #5
37	Bonus Level: Hell

BONUS LEVEL: LATVERIA 1 & 2

Beat the game on Medium difficulty to unlock the first three missions of Latveria, and on Hard to unlock the last three. These standalone bonus levels are just that: bonus missions. You won't be missing anything from the story if you don't play them, but you will see a Fantastic Four that's much more true to the comic book, in terms of physical appearance.





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Rleased in 2001 for the Nintendo 64 system, *Conker's Bad Fur Day* was a breath of fresh air (or maybe that should be stale air) for the notoriously kid-friendly console. Starring a hard-drinking, foul-mouthed and generally crass squirrel named Conker, the game spoofed movies like *The Matrix*, *Saving Private Ryan*, *The Terminator*, *Dracula* and many others. Now, four years later, developer Rare has resurrected Conker for the Xbox, bringing the graphics up to

date but retaining the same crude sense of humor and hardcore platforming elements that made the original a cult hit. As an added bonus for Xbox Live players, the already fun multiplayer mode from the original has been reworked into a class-based, mission-oriented online extravaganza! This guide will get you through the single-player game and show you some of the cool hidden secrets and easter eggs within. For online tips, check out this month's *Online Gamer* column.



THE ESSENTIALS

Chocolate

Conker's health is measured in pieces of chocolate. At full, Conker has six chunks of health, and if he takes damage he can scrounge around most areas to find more chocolate to restore the lost health. If Conker loses all six pieces of chocolate, it's lights out. Chocolate periodically reappears in most areas, so you can grab it again if needed.



Extra Life Tails

Conker begins the game with three lives, but as you progress through his bad fur day, you'll find bright orange tails just hanging around. Each of these adds an additional life to your reserves, so it's important to grab them whenever possible.



Cash

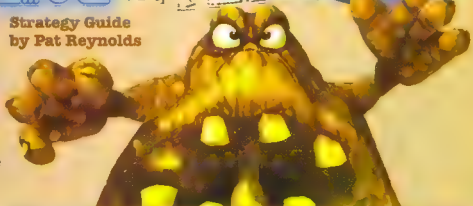
Conker's the type of squirrel that's willing to do just about anything—for a price. He wants to be paid for any odd jobs he does, and he's not above pocketing any loose cash that might be left lying around. In the game, if there's cash nearby to collect, you'll hear it before you see it—wads of cash constantly yell, letting you know they're around. It's important to collect all the cash in the game, as there are a couple of points where progress is impossible unless you've earned a certain amount of money.



Conker

LIVE & RELOADED

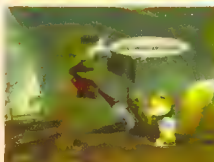
Strategy Guide
by Pat Reynolds



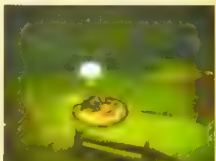
WALKTHROUGH

Note: This walkthrough contains some storyline "spoilers" and might reduce your overall enjoyment of the game. We suggest using it if you get stuck and can't figure out how to proceed.

Chapter 1: Hungover



Walk (stumble is more appropriate) over to Birdy the scarecrow to initiate a conversation. Walk around behind him when the conversation is over, and Birdy will explain the use of context sensitive buttons. Follow his instructions.

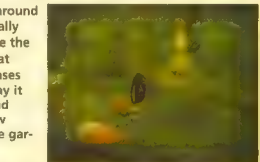


The second context sensitive button (from here, these will be referred to as "CS Buttons") will give Conker some medicine to combat his condition, giving you full control over the newly-sober squirrel.



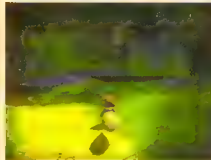
Jump into the water and swim out to the small island. Here you'll learn to make super jumps by holding the R button before leaping, and then holding A to make a slow descent with the help of Conker's bushy tail. Follow the ledges around the side of the cavern until you reach the bridge, guarded by an ornery gargoyle. Conker can't pass him—instead, look for the lever nearby and jump up to release the door on the previous ledge. Return to the door and head on through to the other side.

In the cave, follow the spazzy key around for a bit and Conker will automatically grab a frying pan from the wall. Use the pan to defeat the three enemies that appear. Defeating the last one releases the key. Whack it with the pan to lay it out on the ground. Grab the key and approach the door to unlock it. Now armed with a weapon, return to the gargoyle on the bridge.



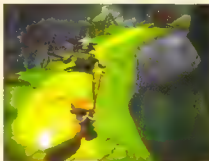
Smack the gargoyle with the frying pan and watch as the amusing cinema plays out. Afterwards, jump onto the rock and then to the right to the small ledge with a CS Button. This will remove the rock from the cavern leading out of the area. Run into the cavern opening to complete this segment of the game.

Chapter 2: Windy



Windy is the hub for Conker's *Bat Fu Day*—you'll return here throughout the game as you complete each chapter and unlock new areas. For now, though, your options are extremely limited. Run down the path and collect the chocolate, grabbing the squirrel tail from the post to gain an extra life. Head to the right to talk to the queen bee.

Go back to the signpost and head in the opposite direction of the queen bee. There are some armored imps guarding the path here, so take out the baseball bat and give them a beatdown. There's a surefire method for dealing with these guys (here and anywhere else they appear in the game): Run up to an imp, whack him with the bat, then retreat back several steps to avoid his spike attack. Repeat until you've defeated the imp. This method will get you through these encounters without losing any health.



When you reach the beehive, grab it and run back down the hill to the queen bee. As long as you don't stop running for anything, you'll make it safely. The queen bee will take care of the pursuing hornets. You'll get your first wad of cash for completing this task.

Cross the bridge and you'll encounter Birdy the scarecrow again. For a spot of cash he gladly hands over the instruction book, which will let you use some more complex items throughout the game. In this case, you can use the catapult while standing on the nearby CS Button. Use this weapon to take out the four dung beetles guarding the path up the hill. For each beetle, the first shot will cause it to take flight and try to attack Conker, and the second shot will destroy it. When all four beetles are gone, head up the hill and into the newly-opened door to the right.

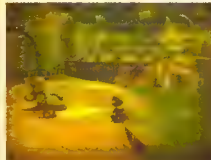


Chapter 3: Barn Boys

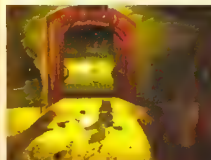
Go across the river and to the right to meet Jack the box, who has a problem for Conker to solve. Return to the river and head up the path guarded by the jumping boxes. Tips for avoiding being crushed by the boxes: First, they always jump in the direction they face, so wait until they face toward you before running underneath. Second, you can usually just hug the wall to the side of the path and avoid harm completely.



At the top of the path you'll meet Burt the box, who guards a small corral of rambunctious cheese. Enter the corral, smack a cheese with your bat to render it docile, grab it and run back down the hill to where Jack is waiting. Conker will toss the cheese to the nearby rat. Repeat this task two more times to take care of Jack's little problem.

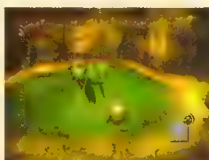


With your first job done, you'll be able to jump onto Jack the box, then to the nearby purple box and up to the platform high above. Jump onto the barn roof and stand on the square button to open the barn doors below. Be sure to grab the cash on the rooftop as well.



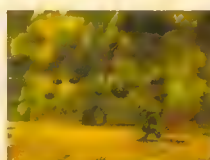
To reach the barn doors, return to where Jack is sitting and use a high helicopter jump to get over the fence. Defeat the armored imp on the path and enter the barn. Head over to where the pitchfork and his mouthy pals are sitting to get Franky the pitchfork to start chasing you around the barn.

Franky will jump into the air and fly toward Conker, trying to stab him with his prongs. Position yourself so there's a haystack between Conker and Franky, and the hay will be obliterated by Franky's attack. If you get hit, grab a piece of chocolate from one of the corners to regain your health. When all the hay is gone, Franky is mocked by his pals for failing to beat Conker, and he attempts to hang himself from the barn rafters. Grab the lever in the corner of the barn to open a window high above, dropping the king bee to the ground outside the barn.



Talk to the king bee, then head back across the river near where you entered the area. Go up the path there, fighting imps along the way. Find the bashful sunflower the king told you about to start the mission. Now you need to find all five swarms of bees and take them to the sunflower to get her to open up for the king bee.

The first bee swarm is located just outside the barn door, where the wooden crate is jumping around. Run up to the bees to talk to them, then lead them back to the sunflower. You'll find a second swarm near the entrance to the area. The third swarm is up on the barn roof where you pushed the button to open the doors. For a fourth swarm, return to the base of the path guarded by the jumping boxes, but head down into the drained moat. At the end of the path is a gate, with the bees hovering around. The final bunch of bees is in the corral where you found the cheese earlier. Hop onto the sunflower's chest and bounce up to the alcove high above where the cash is hiding out.



continued

Chapter 3: Barn Boys continued

Return to the area outside the barn where the wooden box is jumping around. When the box is positioned under the open window, jump onto it and then up to the window. Inside the barn, carefully cross the narrow beams. When the bats attack, hold B to whip out the flamethrower and scorch them.



Move over to Franky to hop on for a ride. Approach the giant hay monster, get behind him and press B to give him a jab from Franky's prongs. Three pokes and the haystack baddie will wig out and destroy the barn floor, dropping Conker, Franky and himself into a large cavern below.



As you approach the platforms connected by each of the narrow beams, you can jump and hover over the final stretch. At the final platform, hit B on the CS Button to bring up a targeting reticule. Aim at the rope connecting Franky to the rafters and drop him to the floor. Head down to the barn floor and approach Franky.



The enraged "termin-hay-tor" robot attacks by firing missiles in Conker's direction or by smacking him around if he gets too close. To make matters worse, Conker hurt his foot in the drop and will hobble around at slow speed unless he's riding on Franky. Grab the pitchfork, hop over behind one of the three large pipes in the area (there's

some chocolate back there) and wait for a missile strike to blast the pipe, releasing a spray of water. Move into the open and the boss will approach you, electrocuting itself in the water. This causes it to go haywire (pun fully intended) and spin around out of control for a few seconds. Jump up and hit B near the big red button to damage the boss. Repeat this process with each of the three pipes to defeat the "hay-teful" bad guy once and for all!



der. At the top of the next ladder, jump to the CS Button and repeat the knife-throwing feat to drop the cables and clear the electrocution hazard. Next, dive into the water and swim to the tunnel in the wall when the water rises high enough. In the next room, jump onto the stone tablet held by the strange creature for a boost up to the higher platform. Grab the cash (and the chocolate if you need it) and exit through the nearby window.

Climb the ladder leading up, avoiding the angry hornets as you go. At the very top, jump from the diving board and hit B when the light bulb appears over Conker's head to transform into an anvil and crash down into the water tower below. Climb the ladder to the rim of the tower and look for another ladder leading down to the barn roof. Head back to the stream running near the entrance to the area and follow it to the now-open gate. Follow the tunnel and fight the enemies (they look different, but fight exactly like the armored imps you've encountered so far). Grab the extra life tail and the wad of cash. You're job here is finished, so you can return to Windy to seek the next challenge.



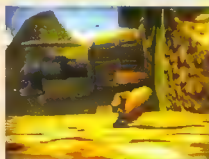
Windy (Part 2)



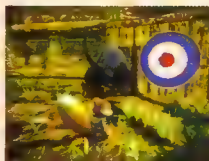
site the entrance to the area.

Inside the cabin, talk to the dung beetle and then use the CS Button in the corner to drop down into the area below. Run to the end of the path and jump out to the rope. Climb up until you see the nearby rope and hop over, then jump and tail-float to the rope to the left. You need to reach the platform guarded by an Imp, so wait for him to reach the far end before jumping to the beam, then use the standard attack-and-retreat method for defeating him. Jump to the rope near the beam, then use the other ropes in the area to reach the tunnel leading out.

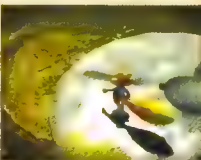
Enter the Poo Mountain area by following the path opposite the entrance to the Barn Boys section. Conker will discover a gas mask on his person, strap it onto his face and bravely enter the smelly area. There are several ways to explore the area, but the first thing you should do is to enter the small cabin with the red door directly oppo-



Jump to the top of the giant faucet and run in tight circles in the direction of the white arrow painted there. This causes the trough below to fill up with prune juice, and a target to appear near the bull ring. Head back down to ground level.



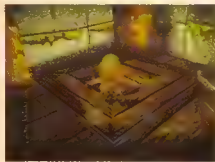
In the area with the bull ring, look to the left of the trough to spot a series of platforms leading to the roof. At set intervals, poo balls roll down these platforms to splatter on the ground below. You'll need to reach the roof while avoiding or jumping over the rolling poo.



Stand in front of the target and jump over the bull when he charges, opening the door to a nearby cow pen. A cow will wander into the field and start eating some grass. Move to the large frame with the target on it and let the bull pin himself on his own horns. Jump onto his back and steer the bull toward the cow, pressing B to slam into her. This causes her to go get some prune juice from the trough.

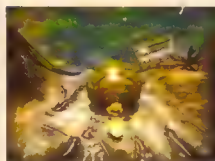
Windy (Part 2) continued

After the eventful aftermath of the prune juice, hit the cow once more with the bull for an explosive finale. Repeat the process twice more with the next two cows to fill the tank with enough poo to satisfy the dung beetle back in poo cabin. Jump into the hole in the arena floor after the bull falls through.



Grab the chocolate and the extra life from the beam in the room, then head through the small tunnel to the next area. Press B on the CS Button and Conker will take some confidence pills—now he can swim rather than simply floating on the surface. Dive down into the poo-filled chamber and retrace your path through the area with the ropes,

back to the opening that leads to the poo cabin where your adventure began. You can now reach the bundle of cash in the alcove near the exit—swim up and grab it before leaving the area.



You'll find a fresh ball of poo outside the cabin. Push it up the path on the ground and then over the edge (look for the sign that says "No Poo Balls"). Return to the cabin and grab another ball. Push this one up the nearby incline (there's a sign that says "Upper") at the base. Wait for the dung beetles to enter their holes before moving past the top of the path. Finally, roll one more poo ball up the second incline (marked "Lower") and into the cave at the top. This causes the boarded-up door at ground level to break open.

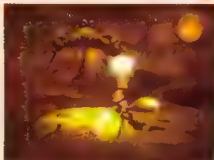
Chapter 4: Sloprano



Inside the cavern, you'll need to whack three pieces of sweet corn with your bat, then grab them and run to the edge of any of the long platforms that extend out over the poo pits. When three pieces of corn have been tossed into the mire, the big bad boss of the area emerges—the Great Mighty Poo!



To defeat the Mighty Poo, you'll need to stay on the move to avoid his projectiles, and wait for him to start warming up for the next verse of his song. When he does this, his chasm of a mouth is wide open—stand on the nearby CS Button and hit B to arm yourself with a roll of toilet paper. Aim for his gaping maw and chuck it in there to gag him. Each time you succeed, a large ball of poo will drop onto the CS Button, covering it completely. Move to the next one and repeat the process.

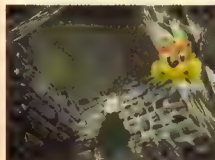


Chapter 5: Bats Tower

To reach Bats Tower, jump into the stream of water and swim into the small lake at the end. To the right, hop onto the wooden platform guarded by the recently poocovered imp. Use the CS Button here to take care of the baddies guarding the lake and swim back out to the stone entranceway.



Jump into the water and swim toward the bend. You can jump through the waterfall on the left to collect some chocolate and an extra life tail. Dive underwater when you reach the end (watch out for the Bullfish—get too close and he'll bite) and swim into the large, square opening.



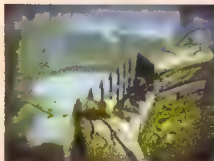
The underwater tunnel leads into the tower. In the room at the base of the tower, talk to the small cog to get your next mission. A platform will lower from above. Hop on to ride into the platforms above. Carefully walk across the rounded beam (hit B when you hear the bat squeaking to bring out the flamethrower and fry the baddie).



While you're at the top of the tower, you'll want to grab the bundle of cash up here. On the top beam, look around to find another hope hanging high above. Use a crouch jump and helicopter tail across to reach it, then hop up onto the stone rampart of the tower. Carefully cross the ramparts, avoiding the patrolling imps, until you reach the money.



Wait for the imp to move to the far left before jumping onto the platform and beating him up, then jump out to the hanging rope and climb upwards. Repeat this same pattern on the next three sets of beams. At the very top, jump onto the lever to pull it down, opening a gate in the water tunnel below.



Back at the ground level of the tower, the first of the three cogs you need to find is running around in a panic. Bonk her with the bat and carry her over to the cogs to attach her to the machinery.

continued

Chapter 5: Bats Tower continued



With all three cogs put into place, jump onto the big stone wheel and run in a circle to get the machinery moving (run in the direction indicated by the arrow). The Bullfish outside will be pulled down to the bottom of the lake, his leash shortened considerably. Go back to the beginning area and talk to the catfish there, then lead them back to the Bullfish. The catfish will open up the safe and let you go inside.

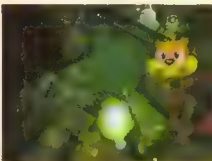


Swim through the long metal tunnel, stopping at intervals to breathe in some oxygen from the bubble jets inside the cages along the sides of the route.

You'll also want to hide from the giant metal fish patrolling the tunnel in these cages. When you come to the central chamber, swim into the small tunnels leading from it. One takes you to a small area with a lever; pull this to open the exit from the watery tunnel. Another tunnel leads to a second CS Button to recharge your helmet light. Follow the exit tunnel through a second long tunnel similar to the first one, but this time leading back onto terra firma.

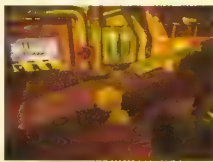


To open the floor of the safe, you'll need to enter the correct combination. Stand on the CS Button and use the slingshot to hit the correct sequence of arrows shown above the spinning wheel. Jump onto the CS Button below to gain a miners helmet, then dive into the water.



band together and start up their giant walking boiler contraption.

To defeat the boiler-bot, run to a corner of the room and stand on the button. When the boss approaches (watch for him to stand in the nearby floor grate), crouch-jump to pull down the lever above your head, releasing a stream of poo from above. This staggers the boss—run underneath him and hit B when the light bulb appears, giving his big brass ones a hit with a pair of bricks. Repeat this at each of the four corners; the final hit will knock the brass balls loose and defeat the behemoth permanently.

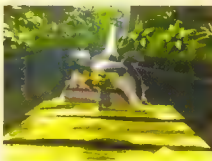


After talking to the catfish, jump into the water and swim quickly back to the entrance area with the Bullfish hot on your tail. Swimming is slow, but if you continuously jump and helicopter-tail forward, you shouldn't have any problem staying in front of the angry Bullfish's jaws. When the Bullfish slams into the wall back on shore, jump onto his back and then up into the alcove to grab the cash hiding there. Return to Windy; your job here is finished.

Jump into the opening in the floor to enter the boiler room. Stand underneath the giant barrel of beer to fill Conker to the bursting point. Now stagger out into the main area, hit B to make Conker take out his "weapon" and hold R to fire away at the fiery baddies in the room. After dousing several of the flaming foes, the remaining few will



Push one of the balls onto the small concave indentation in the floor next to the closed door. This opens the door, leading into a narrow tunnel. Push the second ball into the tunnel to create a way out of the boiler room. Back in the vault, grab the cash before heading out to the river again.



Chapter 6: Uga Buga



You'll need at least \$1,000 saved up to proceed into the next area. If you're short, you missed some loose cash in one of the previous areas. Go back and explore to find the green you left behind (listen for the telltale yelling when you approach a hidden wad of cash). To reach Uga Buga, you'll need to return to the cavern of the Great

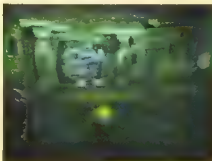
Mighty Poo and make your way down into the large shaft his passing left behind. Jump into the water and swim through the tunnel, avoiding the spinning blades.

Climb up the rope in the next room, then jump and hover over to the ladder and climb to the top, avoiding the blades spinning across the walkway. Hop to the platform on the left and cross the bridge across the lava. Conker will pay the weasels guarding the entrance to the temple on the other side to let him pass.

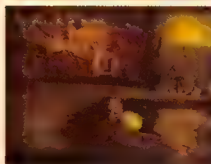


Hit B once more on top of the statue to open a doorway in the area. Carefully move toward the club (the bouncer won't let you in at this point) and find the loose boulder in the area. Roll it back toward the statue, into the small tunnel underneath; it will clear out the guards patrolling there and bust open a path for you.

Run around to the far side of the temple, jumping over the dinosaurs, and enter the door. Repeat this on the next level and you'll reach the top of the structure. Grab the cash and jump on top of the statue, hitting B when prompted. Do this a few times to open the way to the next area.

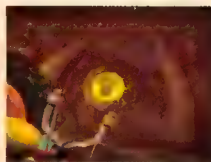
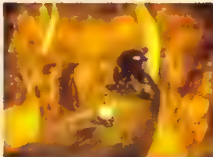


Chapter 6: Uga Buga continued



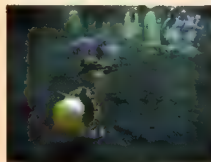
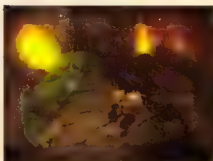
In the large chamber, follow the path leading down and to the right, then head through the door marked with an arrow pointing up. Follow the path up to the giant egg in the middle of the room and jump on top of it. Hit B to hatch the baby dino from inside.

Carefully lead the baby dino back to the exit door. Jump over any cavemen along the way and your new pet will happily chomp them down. The dino is extremely near-sighted—get too far ahead of him and he freezes up, standing there until you go back to show him the way. Head back through the door to the previous area.



Move to the giant altar and stand on the CS Button. Hitting B brings out Conker's slingshot. Find the up arrow on the wall to the right and hit it, causing the crushing stone to rise up from the altar. Lead the baby dino up onto the altar and return to the CS Button. Aim for the button with the down arrow to the left and crush the poor dino. Jump onto the stone tablet held by the little creature nearby to launch up onto the giant statue's head and head to the back.

There's some cash up here, as well as chocolate and an extra life tail. Return forward and jump into each of the statue's nostrils, hitting B when prompted to force it to sneeze. With the mucous flow cleared out, you can now enter the mouth of the statue.



Run through the gooey insides of the giant lizard god, exiting into a large chamber. Conker finds a ceremonial outfit and puts it on. Return to the sacrificial chamber, where the cavemen there see Conker's new gear and begin worshipping him! Lead your stone-age posse back to the area outside the club. If you approach a rock monster

and hit it with your bat, your new followers will quickly reduce it to rubble. Repeat with the remaining monsters and the bouncer at the door will let you into the club.

There's a button in the floor at the entrance that opens a door under Berri's cage, but the door closes as soon as you step off. Head down the ramp and then across the dance floor and find the rock behind the bar. Roll it back up to the button and set it on top to keep the door open permanently.



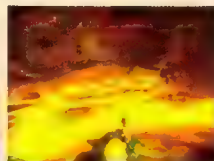
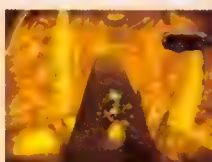
It's time for Conker to use his secret weapon again. Go back behind the bar and look for the barrel of beer. Fill up under the tap, then find a male rock monster on the dance floor and hit him with a golden stream. He'll roll into a ball on contact. Use the stream to guide the rolled-up rock into the open door beneath Berri's cage.

Sober up at the remedy station (under the "Feel Better" sign on the wall). Next, jump up to the ledge above the dance floor (look for the red neon arrows pointing up) and push the still-rolled rock over to a second pressure button.



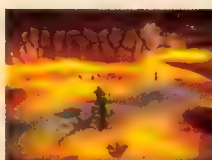
This opens two more doors back on the dance floor. Repeat your boozing antics on another rock monster and send him rolling into either of the newly-opened doors. This frees Berri from her cage, and she runs out of the club. Before following her, return to the ledge above and drop down into the cage to collect the cash still trapped inside.

With a ticking time bomb in hand, Conker needs to run all the way back through the statues of the dino god and deposit his payload into the lava below. Stay on the move and avoid collisions with any of the cavemen along the path. Inside the statue, take the left path, avoiding the swinging tonsils. Jump down to the floating rock on the left and make your way across the rest of the rocks to the exit on the far side.

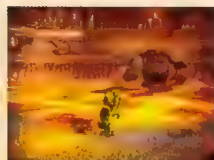


In the next area, jump onto the hoverboard and you'll take off in pursuit of the cash thieves. The lava track is short, and you'll repeat it as many times as it takes you to pummel all three thieves and get your money back. Learning the course is the easiest way to succeed here. Pull up alongside each thief and hit B to nail them with the bat.

After two have gone down, the course changes slightly, adding a new section of track that contains some chocolate to replenish lost health. After the third thief is clocked, the gate blocking the exit raises and you can hit the ramp leading to it and leave the area.



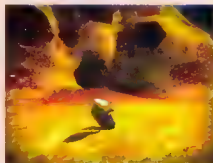
In the arena, run from the rampaging dinosaur, hopping over it when it gets close to momentarily confuse the beast. Head to the CS Button in the middle of the arena floor, face the monster and hit B to hypnotize it with Conker's watch. Conker hops on, and you'll need to terrorize wave after wave of cavemen. Run at them and the dino will automatically chomp the closest enemy. Hit B to have him swallow his meal. Hitting B while on the move makes the dino charge forward; any nearby cavemen will be sent flying, possibly into the lava surrounding the arena.



When all the cavemen have been dealt with, the big boss of the tribe jumps into the arena. He has three attacks. He'll jump into the air and slam into the ground, sending a shockwave out in all directions. You can avoid this by jumping over the wave as it approaches. His other attacks involve his giant club—he'll raise the weapon for a few

seconds before swinging it, and during this time you can hit B to make the dino charge forward and bite the oversized Neanderthal right where it hurts the most! While the big guy is trying to pull his pants back up, run behind him and have the dino chomp his exposed buttocks. Three such bites and the big guy drops for good. Look for the plank extending over the arena and enter the tunnel nearby. Grab the cash after the cutscene and make your way back to Windy.

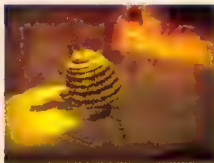
Windy (Part 3)



the entrance. Crouch-jump to the right and float into the opening there. Walk down the tunnel to grab some well-hidden cash. Enter the hive and follow the path up to the top, where you'll find the queen's hive.

Jump into the hive-gun to take the controls, and fight off the waves of wasps that attack. Use the radar in the corner to see which direction they're attacking from and quickly eliminate them. The gun has unlimited ammo, although you'll have to wait for it to reload periodically.

Return to the queen bee and she'll tell you a sad story about how her hive has been stolen again. Follow the path past the signpost: it'll lead you up to the giant wasp hive. Before going inside, crouch-jump to enter the opening to the left of the entrance. Go into the tunnel and you'll come out inside the opening above and to the right of

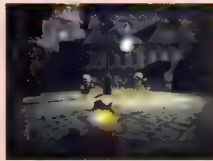


At this point in the game, you should have \$2,110 saved up from collecting all of the loose cash and rewards. If you missed any, you'll need to go back and get it now, since progress from this point is impossible without that total amount. Follow the winding path up to the windmill peak (jump and float over the worms that pop out of the ground). Pay the guy in the barrel at the top and he'll let you hop on and ride back down the path. The barrel breaks open a barricaded path at the end of the river below. Head into it to reach the next area.

When the queen enters the hive, it's time to get moving. Dismount, grab the small hive and hightail it out of there. As before, three wasps will give chase, but as long as you don't stop for anything they can't catch you. Race back to the queen's location in Windy and she'll reward you with some more cash for a job well done.



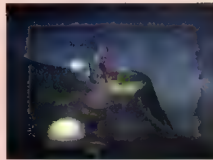
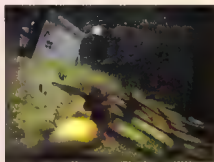
Chapter 7: Spooky



the shotgun, then go through the open door.

Move carefully through the graveyard beyond the doors, blasting zombies as they appear. Hold the trigger to activate laser targeting and aim for the heads. A direct head shot is an instant kill. When 12 zombies have been killed, Greg will appear at the locked doors at the far end of the graveyard and let you pass.

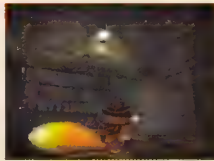
Fight the evil dolls in the tunnel and you'll emerge in the main town area. Fight the dolls here, then jump into the liquid and swim to the right. Enter the mouth of the statue past the dock where Greg the Reaper is standing. Jump toward the lever at the end of the path to open one of the large doors back in the main area. Talk to Greg to get



Conker's been turned into a squirrel-bat for this section of the game. Fly through the castle, using R to drop guano bombs on the attacking villagers (tap L for what has to be the most disgusting aiming view ever conceived for a video game). Conker will squeak when a villager has been knocked out. Swoop down to grab the villager and fly back to the grinder room to deliver the payload. After several villagers have been fed into the grinder, Batula becomes too heavy for his perch and falls in as well, freeing Conker from the vampire curse. It's a good idea at this point to run around the castle and clear out the wandering zombies—it'll make the upcoming tasks much easier.



Proceed very slowly up the winding path leading to the castle. There are zombie worms guarding the way, and it's impossible to tell where they'll appear. If you move slowly, they'll pop out safely ahead of you, giving you the opportunity to blast them with your gun. At the top of the path, enter the creepy-looking castle.



to reach the first of three keys you'll need to leave the castle. Return to the library and follow the ledge around and down, then go through the door under the stairs to enter the main hall.

Follow the hallway to the left of the main hall door, through the dining room and across the bridge into the garden. The second key is in the middle of the hedge maze. Clear all the zombies out of the area before grabbing the key, and return to the main hall to use it on the door. More zombies appear throughout the castle. Take the time to clear out the main hall, then return to the ledges in the grinder room.

Enter the library and jump across the bookshelves to the one in the middle with a CS Button. Hold B to bring out a crossbow. Hold R to target each bat and shoot it down. Return to the grinder room and follow the ledge around to the left, into the area above the dining room. Use the CS Button here to eliminate the three bats. Navigate the beams



Find the new ladder leading up to the high ledges. At the top, jump and float over to the platform to the right. The next platform has a lever. Jump and pull it to open two doors in the castle. Head back to the ladder and jump across to the platform on the other side. Make your way around to the large pipe, and to the platform beyond it with the

third and final key. Follow the ledge around to the door and go through to enter the main hall. Place the last key in the door.

Approach the barrel in the main hall and hop on to take it for a ride. Maneuver the barrel down the perilously winding path leading away from the castle and through the graveyard, back out into the quiet town area. Roll into the lake and steer right, into the current and up the incline there. Conker will automatically hop onto the small land mass when the barrel approaches, ending his crazy ride. Enter the opening, grab the cash, jump over the waterfall and return to Windy.



Chapter 8: It's War



leading up to the left.

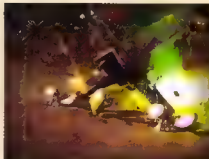
Head up the ramp and knock on the door at the top to reveal an imp strapped to a giant barrel of TNT. Push the imp down the ramp and he'll slide forward, stopping when he hits the metal crate. Now you must push the imp all the way around the walkway. Head to the right, keeping the imp on the stone walkway to avoid the spider mines that pop out of the muddy areas. At the end of the path, the imp sits next to the crashed plane. Return to the pier and activate the CS Button, arming Conker with his slingshot. Aim at the TNT barrel and let it fly to detonate the first explosion.



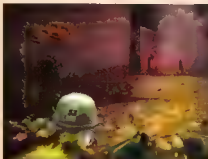
To reach the next area, turn left at the signpost in Windy and follow the path. Hop over the barbed wire and enter the door at the top of the path on the left. After the sarge fills you in, head to the right and drop onto the beach. Pull the lever and return to the main area. Push the metal crate along the tracks until it's lined up with the ramp



Go back to the restroom and get a second TNT imp. This time, guide him along the path to the left, avoiding the jumping and falling crates. Go back and use the slingshot to detonate the second TNT load, clearing the wreckage of the plane from the harbor. Head down the stairs next to the pier to talk to the sarge and enter the landing boat.



Follow the other squirrels up the beach and take cover behind the large metal obstacle. Wait until the gunners stop firing to reload before running to the next cover. Run from cover to cover until you reach the base of the bunkers.



Properly equipped, use the machine gun to mow down the attacking Tediz. Shoot the lock off the door at the base of the bunker and head inside. The first room is filled with angry Tediz that must be eliminated before proceeding.

Put the gun away and hit the deck by holding R to crawl under the first set of laser tripwires. Proceed with extreme caution—not only will you have to deal with the lasers, but the Tediz will pop out of hiding spots as you move down the corridors, ambushing you at every turn! Luckily there's an abundant supply of chocolate to be found here as well.



The next hallway is similar to the first one, but with the addition of flamethrower Tediz in armored suits at intervals along the passageway. Wait out their bursts of fire before proceeding. The laser tripwires and ambushes are about the same as before—use caution and proceed slowly.



cover and pop out to fire in short bursts, reloading once behind cover again. When the boss drops, pull both levers on the wall to open the door leading out of the room.

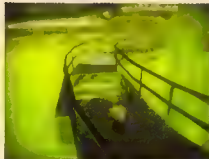
Clear the next room and run to the door at the end of the hallway leading to the left. Race back to the machine gun and jump on as Tediz burst into the hallway. Use the machine gun's rapid fire to take out the streams of Tediz that attack from both hallways. When they're all dead, dismount and continue on through the opened door and exit through the large door near the conveyor belt.

The next room contains some mad Tediz scientists. They're fast little guys, and they attack by throwing syringes. Clear the room out and their pet project, a super Tediz mad scientist, emerges. He's not as fast as the other scientists, but he throws three syringes at a time, doing triple the damage if Conker gets hit! Use the stacked crates for



Take out the firing squad quickly to save Private Rodent. Head up the path to the right, hiding behind Rodent when spider mines appear—his indestructible armor will protect both of you from the blast. Proceed slowly along the path to avoid the falling bombs.

To open the large blast door, jump over to the purple raft and hit B to bring out a rocket launcher. Target and blast each of the four red circles on the door. Be quick about it, as Tediz paratroopers start dropping in as soon as you target the door. When you're done with the rockets, head back to the dock and gun down the Tediz in the area. Make sure Rodent is close by and enter the giant doors.



lever at the end of the walkway and then run back across the walkway before the radioactive sludge drowns Conker.

Get back in the tank and drive it through the open doors to the right. In this area, you'll need to leave the tank to lower the bridges, then use the tank to take out all four legs of the guard tower in the middle of the area. When you reach a raised bridge, wait for the searchlight from the tower to move past the tank, then hop out, jump across the gap and run onto the bridge, hitting B at the top to bring it down. Repeat for each bridge, shooting out each tower leg as you make your way around the narrow pathway. When the tower collapses, carefully walk across the fallen leg and jump into the pit in the middle of the area.



continued

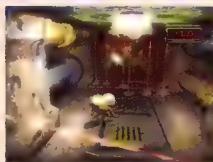
Chapter 8: It's War continued



On the large platform you'll find three identical arches, and near each of them, a short platform with a CS Button. Talk to the little girl in the middle of the platform, then find the CS Button that's lit up and head there. Stand on the button to use the rocket launcher. Take out the attacking submarines. The missiles always hit wherever Conker

is standing when they're launched, so stand a few feet back from the CS Button, wait for the subs to launch, then move up and equip the launcher, taking out the subs when they resurface to fire again.

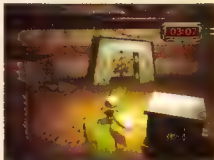
When the boss appears, get into the tank and take aim at its machine gun arms. Blast off one arm and then the next, finally taking aim for the little girl on the end of the monstrosity's arm. Blast her off and the thing will turn around, revealing its glowing red weak point. Send a shell in for maximum damage. Repeat this process for each set of weapons the boss brings out and you'll finish it easily.



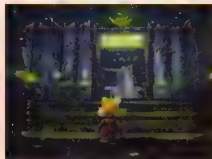
As the countdown to destruction ticks off, you'll have to rush through another laser-filled hallway. For the first set of lasers, crawl under the first laser, then make a short hop over the last one. The second set can be crawled under completely. For the third set, hug the left wall, jump straight up and then hover diagonally across and forward

through the lasers. Hop onto the crate on the left side of the fourth set of lasers. Jump and float through the opening in the remaining lasers. For the next set, get on the crate and carefully crawl under. The second-to-last set of lasers has more crate fun—jump to the crate, crawl under the first laser and then turn left and drop down, crawling under the last laser. The final set of lasers can simply be crawled under.

Another Tediz ambush waits in the large room at the end of the hall. Conker will bring out a rocket launcher for this fight, so be sure your targets are far away before firing or you'll take damage from the explosion as well. When all three of the ambushers are defeated, exit through the doors leading back out to the beach.

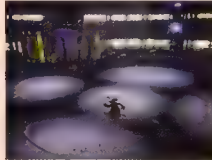


Chapter 9: Heist

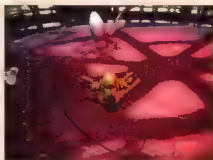


Head to the top of the windmill hill and jump into the hole there. Follow the path into the next area. You'll talk to the weasel boss, meet up with Berri again and get the details of the next gig. When Conker is properly attired for the job, head into the nearby Feral Reserve.

Inside the lobby, hit B while standing behind the pillar on either side of the room to perform a slow-motion leap to the other side. While in midair, aim and fire at the guards to take them out with ease. Repeat this maneuver until the guards are all taken care of, at which point Berri will deactivate the nearest set of laser tripwires and you can move forward to the next set of pillars. Repeat at each set of pillars until the elevator doors on the far wall are accessible.



Run into the vault and start bonking the wads of cash and picking them up. When they're all collected, the main bad guy finally appears, and the final showdown is on!



After the lengthy series of events unfolds, run to the lever and pull it to open the airtight, then head for the space suit and get ready for a fight. The alien has two methods of attack—one with its tail and another with its teeth. Watch for it to raise its head to the left before the tail whip—simply jump straight up to avoid it. Hit L to block the chomp attack. After blocking a chomp, combo the alien with a series of punches using the R button to knock it flat. Move around to its tail to grab hold, then rotate the Left Thumbstick to start spinning the alien. When its claws are no longer scraping the ground, press R to fling the beast toward the open airtight. You'll need to do this three times to finish the alien off for good—finishing the game as well. Congratulations!



Race back down the beach, watching for the deadly rocket-equipped Tediz guarding the pathway. Keep your gun out and move quickly—but cautiously—to beat both the enemy and the time limit. Once back at the launch site, you can return to Windy. Your stint as a soldier is finished.

SECRETS AND EASTER EGGS

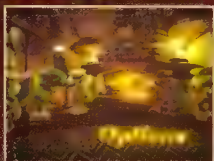
Ten Lives

After completing the Barn Boys area, return to the cheese coral. Hop up onto the platform to the left of the coral and follow it around the back wall of the cheese coral. Jump over the platform on the back wall and a light bulb will flash over Conker's head. Hit B as soon as this happens and he'll turn into an anvil and crash down, destroying the cheesy wall and revealing a very special tail that grants Conker ten extra lives! That should help you make it through the game.



Banjo Kazooie's Bad Ending

Back in the day, Rare was known for its amazing platform action games starring turrety protagonists. One of the company's best known games for the Nintendo 64 was *Banjo-Kazooie* (and its sequel, *Banjo-Tooie*), starring the lovable bear, Banjo. If you look above the fireplace in the bar at the Options menu, you can see Banjo's head mounted above a pair of hunting rifles.



Potty Mouth

Want to play Conker with uncensored language? Well, you can... kind of. Finishing *Bad Fur Day* lets you enable the "Potty Mouth" option on your Live & Co. profile, disabling the censorship in the multiplayer mode of the game. Unfortunately, there doesn't seem to be any way to disable the bleeps in the single-player game.

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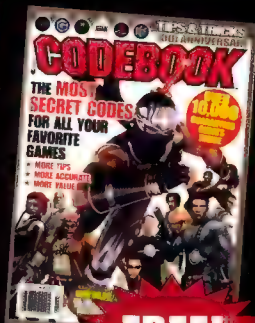
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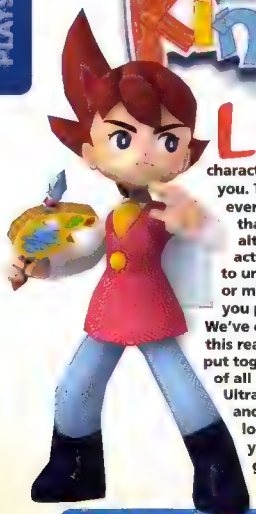
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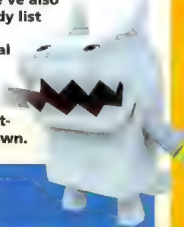
Strategy
Guide
by Geoff
Arnold

Graffiti Kingdom

TM



Like *Magic Pengel: The Quest for Color*, *Graffiti Kingdom* lets you create your own original characters and have them fight for you. The character creation system is even more expansive and complex than it was in *Magic Pengel*, and although creating your own character can be fun, you won't be able to unlock any of the cooler options or moves for your character unless you play through Story Mode first. We've compiled some tips here just for this reason, and we've also put together a handy list of all of the Rare, Ultra Rare, Special and Boss card locations so you won't go crazy hunting them down.



COMBAT TIPS

Stay on the Move!



Most of the baddies in the game stop moving just before they attack, so keep your character on the move. Running away is also a viable option; if you accidentally tackle too many enemies at once, run for the nearest exit and reset the stage to keep from getting pounded.

Fight Creatures Solo



When mobbed by several creatures at once, try to separate the group and tackle one creature at a time. Run into a group and focus on one creature, hit it a few times, then back up before it can counterattack.

GENERAL TIPS

Earning Experience



Although each enemy that you kill will leave an experience coin behind, leveling up can be very time consuming. There are certain stages where a string of experience coins will respawn every time you enter the stage. To level up

quickly, find one of these stages and keep re-entering to collect the coins repeatedly.

Diverse Characters



Try to bring a wide variety of character types into each stage. A good combination would be a creature with a high jumping ability (or one that can fly), a creature with some sort of projectile attack and a creature with a multi-hit or elemental attack. Some cards or areas cannot be reached without using a specific type of creature, so if you see an area that you can't access, you may have to come back after earning a specific creature's card.

Capturing Abilities



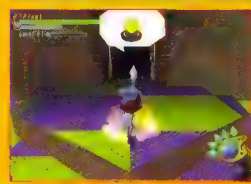
The only way you can "learn" new abilities is by using the Graffiti Wand to capture creatures that you run into along the way. Capture every new type of creature that you see, and remember that you can only capture five creatures before refilling your Graffiti Wand.

Unlocking Doors



When you come across a locked door, or an area that becomes locked after you enter it, you must locate the door switch. Look around carefully; the switch could be on a ledge above you, hidden behind a tree or even buried underneath a stack of crates. If all else fails, try killing all of the enemies in the area—that may unlock the door as well.

Use the Notebook Monument Often



In addition to refilling your Graffiti Wand, the Notebook Monument will also refill your health. You can only save your game at a Notebook Monument, so be sure to save at every opportunity; you may have collected a rare card or learned a rare ability since your last save.

COLLECTOR'S CARD

There's a list of all the creatures that can appear in your world. But since creatures appear randomly, you may have to enter an area or a stage several times before you see a particular creature.

Rare Cards

Rare Cards are fairly easy to get, if you have time to kill. You may only have to enter an area a few times to get each of these creatures to appear.



Gracey
Look for this card in the Canvas Plains stage, in the area with the Sun-spinners.



Beeton
In the same stage as the Gracey card and the Sun-spinners. There's a tree with a knot on the back side; punch the tree to make Beeton fall out of it.



Beetle
Get this card in the Canvas Plains stage, in the area with the Hand-and-Monkeys. There's a tree with a knot on the back side; punch it to make Beetle fall from the tree.



Beetup
You'll find this card in the Canvas Plains, in the area where the Papeo and Papeko are chasing the Elefan around a tree. There's a tree with a knot on the back side; punch it to make Beetup fall from the tree.



Princess Pumpy
Look for this card in the Mt. Here-and-There stage, in the waterfall area with the Blubber and Oh la! ostrich creatures.



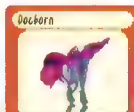
Dolphins
Go to the top of the waterfall in the Mt. Here-and-There stage and look for a dolphin symbol on the wall behind the water. Punch the symbol to make the Dolphins appear.



General Bitter
Look for this card in The Wind of Pan Ravine stage, in the area with the Korey creatures.



Shishimai
You'll find this card in The Wind of Pan Ravine stage, in the area with the Catchy creatures.



Dobcorn
This card can be found in The Cannon of Block Valley stage, in the same area with the Karate Fighter and Block Frog creatures. Defeat all ten of the Block Frogs that spawn in succession in the center of the stage and Dobcorn will appear.



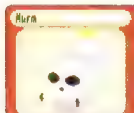
Gatling-saurus
Look for this card in The Cannon of Block Valley stage, in the same area with the Twin Coppas creature.



Head Field Protector
Upon entering The Beast of the Lost Sea stage, in the first area with the fish no. 1 and Crusher Castle creatures, kill only two creatures (it doesn't matter which) and wait 30 seconds. The Head Field Protector will spawn near the center of the area.



Pupilosaurus
Upon entering The Beast of the Lost Sea stage, in the area with the Totem Bros. creature, kill only two creatures (it doesn't matter which) and wait 30 seconds. The Pupilosaurus will spawn near the center of the area.



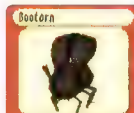
Hurn
This card can be found in the starting area of Palette's Palace.

Super Rare Cards

You'll need patience and luck to collect most of the Super Rare Cards. The spawn rate of some of these creatures is extremely low, and the drop rate of some of these creature's cards is even less.



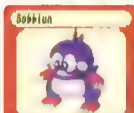
Beetorn
Look for this card in the starting area of the Canvas Plains stage.



Beetorn
Look for this card in the Canvas Plains stage. In the second area you come to, there's a tree with a knot on the back side; punch the tree to make Beetorn fall from it.



Bubblun
This card can be found in The Lava Hole stage, in the area with the Firina and Kina creatures.



Bubblun
Look for this card in The Lava Hole stage, in the area with the Firina and Kina creatures.



Dodo Bird
After defeating the Green Spongy creature in The Wind of Pan Ravine, come back to this area to locate the Dodo Bird.



Double Ninja
Look in The Tower of Sand Kingdom stage, in either area of the tower where the Nightmare creatures spawn. If you don't see this creature spawn when you enter the area, you must exit the stage completely and work your way back here again.



Little Masa
In The Tower of Sand Kingdom stage, in the room with the rocket leading to the Battle Planet stage. If you don't see this creature spawn when you enter the area, you must exit the stage completely and work your way back here again.



Japanese Castle
Look for this card in The Tower of Sand Kingdom stage, in the room with the rocket leading to the Battle Planet stage. If you don't see this creature spawn when you enter the area, you must exit the stage completely and work your way back here again.



Graffiti Red
Look for this card in The Tower of Sand Kingdom stage, in the area with the four doors. This creature will only spawn in the first room after you have completed Story Mode. If you don't see this creature spawn when you enter the area, you must exit the stage completely and work your way back here again.



Graffiti Gray
In the same area as Graffiti Red. This creature will only spawn in the second room, and only after you have completed Story Mode. If you don't see it when you enter the area, you must exit the stage completely and return.



Graffiti Green
In the same area as Graffiti Red. This creature will only spawn in the third room, and only after you have completed Story Mode. If you don't see it when you enter the area, you must exit the stage completely and return.



Graffiti Yellow
In the same area as Graffiti Red. This creature will only spawn in the fourth room, and only after you have completed Story Mode. If you don't see it when you enter the area, you must exit the stage completely and return.



Graffiti Pink
Look for this card in The Tower of Sand Kingdom stage, in the area with the Crimson Queen. This creature will only spawn after you have completed Story Mode.



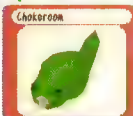
Sucker
In the Battle Planet stage, in the area with the swinging moon pendulum. This creature will only spawn after you have defeated the Demigray and Demigray S creatures.



Space Invaders
In the Battle Planet stage, in the area with the Marsopus creatures.



Little Tots
You'll find this card in The Go-Go Bowling Road stage, in the starting area.

**Chokeroom**

This creature will only spawn after you have defeated Palette. After entering the starting area in The Beast of the Lost Sea stage, check the small cubbyhole to your right to locate the creature.

**Road Roller**

Look for this card in Palette's Palace, in the final room just before the boss.

**Mike**

This card can be found in Palette's Palace, in the final room just before the boss.

Special Cards

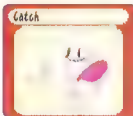
The Special Cards can be found in specific locations throughout the game. You don't need to spend hours killing creatures and waiting for them to drop, but you may need another specific creature (i.e. one with high-jumping or flying abilities) to collect them.

**Golem**

Look for this card in the Canvas Plains stage, in the first area. There's a wooden box on top of a platform near the left side of the area; the card is inside.

**TAITO**

Look for this card in the Mt. Here-and-There stage, in the area with the Funky Missile and Little Light creatures. There are three catapults here, and one of them lines up with the ledge that holds the card. Pick a creature with a fast running speed and launch yourself from the catapult to reach the card.

**Catch**

In the Mt. Here-and-There stage, in the ice area with Diaper Frog and Ice Crown creatures. In the first part of the area is a ledge just above the entry door. Either create a creature with large legs and a high jump ability or use a creature with the fly ability to reach the card.

**Hag**

Look for this card in the same area as the Catch card. It's on an island in the middle of the lake near the exit door. Use a fast creature with a high jump ability or use the Diaper Frog to freeze the pond and walk across to snag the card.

**Stingerman**

This card is above the entry door in The Wind of Pan Ravine stage, in the final area just before the boss. You'll need a creature with high jump ability to get it.

**Flying Maiden**

This card can be found in the elevated room on the upper level of Palette's Palace; there's a small platform that runs horizontally across the room near the roof. Select a creature with flying ability to grab it from the platform.

**Silver Hawk**

Look for this card in The Battle at Devil Palace stage, in the giant library area. Go all the way to the top of the tower and look for the giant book closest to the top.

**Palette Costume 1**

In The Beast of the Lost Sea stage, in the area with the Blue Person and Space Messenger creatures, there are several seashells that act as shelves near the ceiling. The card is on one of the shells on the right side.

**Palette Costume 3**

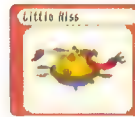
Look for this card in The Beast of the Lost Sea stage, in the final area before entering Palette's Palace. This card is also on a seashell on the right side of the room.

**Pongol**

You'll find this card in the first area of The Battle at Devil Palace stage. It's on a small platform to the left side just after you enter.

Boss Cards

You can only collect the Boss Cards after you have defeated the boss of a certain level. After doing so, you'll have to go back into the stage and look in a specific spot to collect the card... and you may need a creature with a high-jumping or flying ability to get it.

**Little Niss**

This card appears inside a wooden box on top of a ledge in the Canvas Plains, in the area where the Papeo and Papeko are chasing the Elefan around a tree.

**Micro-Charlotte**

Look for this card in Mt. Here-and-There, in the "island" area with the Ballinas and the Frappenguin. The card is on an island on the opposite side; fly to it or freeze the pond with Diaper Frog and walk over.

**Easel Jr.**

In the Lava Hole stage, in the second area with the mobile gray platforms. The card is on the center platform just before you reach the ledge with the Dung Roller.

**Shao Tolepin**

Find this card in The Cannon of Block Valley stage, in the room with the Flaming Egg and Fire Blockade creatures. There's a small space near the far left wall next to a ball-and-chain; the card is nearby.

**Duskoi Koin**

Look for this card in the Tower of Sand Kingdom, in the tower area just before you reach the Rainbow King. Check one of the nooks on the right side of the tower.

**Little Acryla**

This card appears in The Go-Go Bowling Road stage, in the large room just before the boss battle. There's a bowling pin between the two central paths to the pinball playing field area; use a creature with the ability to fly to reach the top of the bowling pin.

**Little Palette**

Look for this card in The Beast of the Lost Sea stage, in the area with Flowerpot Demon and Spinner creatures. The card is on top of the large center platform near the Space Messenger creature.

**Little Medium A**

After completing Story Mode, look for this card in the giant library area of The Battle at Devil Palace stage. It's at the very bottom of the area on the final book.

**Little Medium B**

After completing Story Mode, you can find this card in the first area of The Lava Hole stage. Make your way up to the top of the area and look for a platform above you across from the exit door; fly across the gap to land on the platform and collect the card.

**Baby Tablet A**

After completing Story Mode, look for this card in The Wind of Pan Ravine, in the area with the Eamon and Chiller creatures. It's on a ledge near the left side of the area.

**Baby Tablet B**

After completing Story Mode, this card will appear in the final area just before the final boss of the Battle Planet stage. Walk around the back of the exit door to find a small area with the card.

**Baby Tablet C**

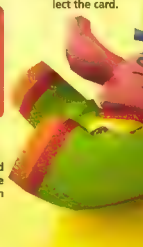
After completing Story Mode, look for this card in Palette's Palace in the first ice area. The card is located on the upper shelf near the back left side of the area.

**Baby Tablet S**

After completing Story Mode, this card can be found in the last area just before the boss of The Battle at Devil Palace stage. It's on top of the center pedestal surrounded by experience coins.

**Baby Tablet**

After completing Story Mode, look for this card in Canvas Plains, in the second area you come to. There are several ledges here that can only be reached by flying; the card is on one of the right ledges near the rear of the area.



THE GRAFFITI NOTEBOOK

As you play through the game and your character's level increases, you'll unlock certain options in your Graffiti Notebook that you can use to upgrade your original drawings. Some of the unlocked items may be menu options such as "Copy" (which allows you to copy a shape and create an exact duplicate), while others may increase the amount of combination attacks that your drawing can perform at any given time. Here's a list of the abilities that you gain and the levels at which you unlock them.

Level 2	Curve
Level 4	Pattern Pen
Level 6	Turn
Level 7	Copy
Level 9	Tail
Level 10	Combinations Acquired
Level 11	Float
Level 12	Line Pen
Level 14	Charge

Level 16	Drill
Level 17	Proceed and Return
Level 19	Weapon
Level 21	Head
Level 22	Erase Display
Level 24	Knee
Level 26	Wheel
Level 27	Change Shape
Level 29	Leg

Level 31	Stick Arm
Level 32	Combo Limit Increases to 3
Level 33	Colour Custom Mode
Level 35	Heel
Level 37	Colour Pen
Level 39	Wings
Level 41	Insect Wings
Level 50	Combo Limit Increases to 4



STAGE TIPS

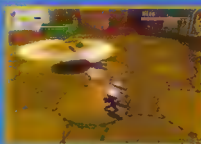
Stage 1: Canvas Plains



Make your way through until you reach an indoor area. The path splits here; in order to unlock the door at the end of each hallway, you'll have to destroy all of the creatures in the area.

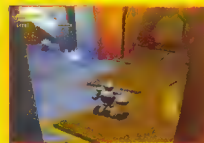
BOSS: Niss

Niss is pretty easy if you picked up the Golem card earlier in the stage. Transform



your Golem into a large, yellow, insect-like creature. Niss will then attack you with its own Golem. When Niss is defeated, you'll be able to transform your Golem into a large, yellow, insect-like creature. (See the "Boss" section for more details.)

Stage 2: Here and There



To get through this first part of the stage, you must reach the upper level of the first ice area. When the path splits at the beginning of the stage, take the right

door leading into the first fire area. Look for another door immediately to your left; that's the way to go.

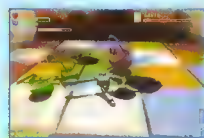
Collect the two sets of experience coins near the cliffs on the left side of the waterfall area, then repeatedly leave the stage and return to collect them again to increase your level before fighting the stage boss.

BOSS: Carleton

When the battle begins, Carleton will attack you with a large, yellow, insect-like creature. You'll need to defeat this creature in order to proceed. Carleton will then attack you with its own Golem. When Carleton is defeated, you'll be able to transform your Golem into a large, yellow, insect-like creature. (See the "Boss" section for more details.)



Stage 3: The Lava Hole



The fourth room you'll reach is filled with Lavies, annoying creatures that hit you with multi-hit spin attacks. To proceed, you'll need to clear the room of Lavies and a Super Lavie, which spawns after its lesser brethren have been defeated. Try to lure the Lavies away to the edges of the room and attack them one at a time.

BOSS: None

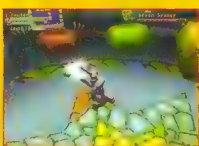
Instead of fighting a boss in the latter areas of the Lava Hole, you'll segue directly into The Wind of Pan Ravine.



Stage 4: The Wind of Pan Ravine



After leaving the first room, you'll find a series of rooms connected by bridges. Take your time and be very careful when crossing the bridges; not only can the enemies knock you off with one swipe, but there are gusts of wind that can also send you plummeting to your doom.



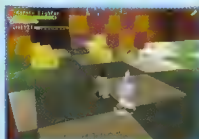
When you run into Tablet again, you'll have to defeat two groups of monsters to proceed. The Spongies are easily defeated. With the Shinras and Banra, try to separate them and take them one at a time—their spinning electric punches can deplete your health quickly.

continued

Stage 6: The Waterfall Temple



Stage 5: The Cannon of Block Valley



At the first Graffiti Monument there are three paths to choose from: straight, right or left. They all lead to the same area, but there are different creatures that exist only on one path. If you're collecting cards, you should explore all three paths.



In the waterfall area, follow the river up to where it begins (watch out for the Electric Jellyfish). If you look to the right, you'll see an entrance leading to another part of the stage; go there to continue.

BOSS: Telepin

Telepin's arena is divided into three tiers, each with elemental symbols on the floor around the perimeter. When the battle starts, the tiles will light up like a roulette wheel. When the "wheel" stops on one of the elemental tiles, a blast from that specific element will engulf each tile on that tier. If you see the "wheel" spinning on one tier, try to stay on one of the other two tiers to avoid the blast. Defeating Telepin is actually fairly easy if you can avoid these blasts. Simply beat on him a few times while he's hopping around; if he gets close, jump to another tier to avoid his melee attack. If you

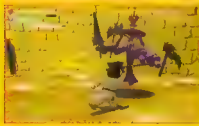


beat him down with a strong attack, you can defeat Telepin easily by using repeated Fire Explosion attacks.

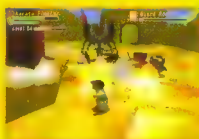
Stage 6: The Tower of Sand Ninjabon



Fight through the first room and you'll come to a circular room with a Graffiti Monument. There are five doors here, and the door that allows you to progress through the level is locked. Go through each of the four doors and defeat the enemies within to unlock the main door.



In the next room you'll fight one of the stage mini-bosses, the Crimson Queen. Although she hits hard, you can defeat her with a stronger character such as the Golem or Karate Fighter in just a few hits.



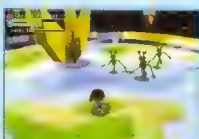
At the top of the sand tower you'll face the other mini-boss, the much stronger Crimson King. Break the pots in the center of the room to poison him, and use hit-and-run tactics to defeat him. Watch out for his energy blast; the easiest way

to avoid this attack is to simply not stand in front of him.

Stage 7: Battle Planet



When you reach the third "planet" (this area is populated by the "Marsopus" and the rare spawn "Space Invaders" creatures), the creatures here will spawn endlessly. To reach the next area, you'll need to hit a switch inside the left rocket. This area



is also a great place to pick up experience; the Marsopus are defeated easily, usually spawn every few seconds and often drop gold and silver experience coins. In the next area you'll run into Tablet again, this time in the form of a Demigray S creature. This battle can be tough since he fights with a group of Demigrays, but you can easily avoid fighting multiple enemies by simply running around the outside edge

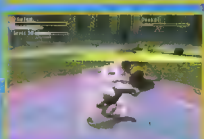
of the platform. Many of the Demigrays will get hit by the moon-shaped pendulum that swings back and forth; it may even knock them off the edge while they're chasing you.

BOSS: Deskel

For most of this fight, Deskel runs around the ring and takes random shots at you when he rolls by. He has three main attacks: he'll try to run you down or perform a three-hit combo if you are close, or he

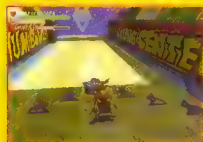


distance. Avoid the projectile by constantly moving around; the other two attacks can be dodged by jumping onto one of the raised pedestals near the outer rim. To damage Deskel, wait until he drives by and attack him a few times from the side. (Never stand directly in front of him or he'll try to run you down.) If Deskel chases you after a

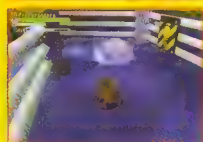


Karate Fighter, and simply hang out and wait for Deskel to get then quickly run to the other side of the ring and do it again.

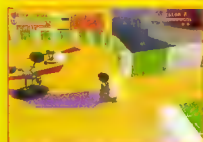
Stage 8: The Go-Go Bowling Bowl



The early part of this stage is very linear. Move from area to area, killing enemies until you encounter several gates barring your way. To keep the gates open, look for a switch on the floor, choose a fast creature or one with a dash and quickly get to the other side of the gate before it shuts.



Eventually you'll reach a large room resembling the playfield of a pinball machine. To progress, find one of the three pinballs and have it "chase" you to one of several slots on the playfield. It doesn't matter which one you choose; they only lead to different locations in the next room.



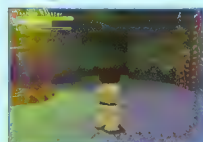
In the next room, take the winding ramp up to the central platform in the center. There are gates on the ramp that close and block your path, so use a fast creature to get by. When you reach the top, you must defeat the Guard System A and B creatures to open the door leading to the boss.

Atrophy

When you reach the area with the Blue People, kill them all and a Space Messenger will appear. Kill the Messenger and a switch box will appear. Hit it to flood the next few areas with water and continue on.



Stage 9: The Beast of the Lost Sea



This stage is confusing and you can get lost easily, so I recommend taking some time to explore each stage thoroughly and learning which pathways lead to which areas. The first few areas look similar except for the fact that the background are different colors and there are different creatures spawning in each area. Here's a quick rundown of the path through this first part of the stage.

- In the second room, take the left exit (the walls will change from blue to dark green here).
- In the third room, take the right exit (the walls will change from dark green to light green here).
- In the fourth room, take the rear left exit. In this room there is an exit that is completely lit up by lights; the exit you want is the one to the left of the brightly-lit exit.

When you reach the area with the Blue People, kill them all and a Space Messenger will appear. Kill the Messenger and a switch box will appear. Hit it to flood the next few areas with water and continue on.



When you reach the circular room with the moon statues, you'll have to fight some creatures to progress. This room loops continuously, and every time you enter, you'll have to fight a new group of creatures. Continue fighting them and taking the exit near the moon statues and eventually Tablet will confront you; at this point you can exit.



Enemy Notes

After you enter the first room, you'll see a switch box. Hit it to flood the next few areas with water and continue on.

Stage 10: Palette's Palace



The second area has two tiers, and there are several switches to hit and doors to open if you wish to continue. You'll need an electric creature, an ice creature and a fire creature to activate the corresponding switches on the bottom floor; this will cause elemental

guards to spawn from the small huts near the switches. Defeat a group of each to unlock the three doors on the bottom level, then enter each of the three rooms and fight your way to the end and hit the switches inside; this will unlock the doors on the upper floor.

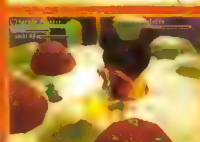


There are three areas to fight through on the upper floor. Again, you'll need an ice creature, a fire creature and a lightning creature to press the appropriate switches. Go into each of the rooms and look for the switches; pressing all three will remove the barriers in front of

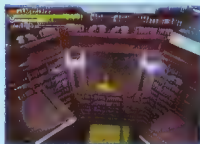
the door leading to Palette on the upper floor of the main room.

Palette

When you reach the area with the Blue People, kill them all and a Space Messenger will appear. Kill the Messenger and a switch box will appear. Hit it to flood the next few areas with water and continue on.



Stage 11: The Battle at Devil Palace



There are two exits in the giant library area: the center or the lower exit. To take the lower exit, you must have a creature that can fly or else you won't be able to cross the large gap. If you haven't done so, try to collect the Electrobird card (the creature is located in the first area in this stage)—it's fairly easy to kill. Your reward for taking the lower exit in the library is a path of experience coins, which

can be triggered by hitting the switch just outside of the library exit.



When you reach the throne room area, you'll face off against Thunder God and Wind God creatures. Try separating them and fighting them one at a time to make things easier.

Stage 11: The Battle at Devil Palace

Medium

When you reach the throne room area, you'll face off against Thunder God and Wind God creatures. Try separating them and fighting them one at a time to make things easier.

Stage 11: The Battle at Devil Palace

Hard

When you reach the throne room area, you'll face off against Thunder God and Wind God creatures. Try separating them and fighting them one at a time to make things easier.

CHARACTER CREATION TIPS

Part of the fun of playing *Graffiti Kingdom* lies in the ability to make your own creatures and bring them to life. Here are some tips for creating custom characters and getting the most out of the drawing engine.

CREATING CHEAT BISCUIT

To see how flexible the character creation system in *Graffiti Kingdom* really is, I convinced editor in chief Chris Bienieck to create a playable replica of Cheat Biscuit, the official (though rarely seen) *Tips & Tricks* mascot. **Note:** Our main character was at level 50 when creating Cheat Biscuit, so we had all of the options available to us.

Step 1: The Biscuit



Chris started by drawing a rudimentary circle with the 3D pen. He chose the bottom right shape, which most resembled a biscuit, and afterward tweaked the shape's thickness to make it more biscuit-like. He then chose a yellowish/tan color to reflect baking perfection.

Step 2: The Face



The nose was just a simple, small circle, stretched slightly outward. After initially drawing the remaining facial features with the line pen and coloring them in by hand, Chris decided to redraw them with the 3D pen, to save some ink and to make them

more solid. He drew the mask first, coloring it black. Cheat Biscuit's left eye was next, and after a satisfactory attempt, he copied it to the right side of the mask and drew Cheat Biscuit's eyeballs with the line pen. Drawing the sides of Cheat Biscuit's mask proved to be frustrating. He tried doing them with the 3D pen, but since Cheat Biscuit is round and curved on the side, the angle of the mask was constantly off and it ended up looking like Cheat Biscuit was wearing glasses instead of a mask. To solve this problem, Chris turned Cheat Biscuit directly on his side and switched to the line pen, adjusted the thickness of the pen and drew a line straight across from front to back. He then copied the line which he had drawn and used it to connect the right side of Cheat Biscuit's mask to the back of his "head." Chris then gave Cheat Biscuit a left eyebrow with the 3D pen and copied it to the right side for a perfect match. The 3D pen was also used to create Cheat Biscuit's mouth and the "C" on his chest, while the line pen defined the break on each side of Cheat Biscuit's "teeth." Chris wanted Cheat Biscuit to have a bottom lip, so he drew that with the 3D pen; he then gave his creation a three-dimensional left cheek and copied it over to the right side to give the appearance of a heroic grin.

Step 3: The Limbs



About 30 minutes after Chris started working on Cheat Biscuit's face, he was ready to draw the arms and legs. He created anchor points on the left side of Cheat Biscuit's body and drew one arm and one leg each, which he then copied and flipped around to the right side. Chris had a little trouble

with the legs, because he couldn't draw a good foot while looking head-on at the drawing and he was running out of room at the bottom of the screen. In the end, he decided it was better to rotate Cheat Biscuit 90° and draw the leg from the side—and the dotted line that defines the edge of the drawing area actually helped him to make the bottom of the foot perfectly flat.

Step 4: The Cape



Chris insisted that Cheat Biscuit's cape must billow in the breeze, and after several failed attempts at doing so, he decided to simply define the cape as a "tail" piece. This gave the cape some fluidity and allowed it to move independently of Cheat Biscuit's body; it also enables him to use his cape as a weapon.

Step 5: The Finishing Touches



When setting up the movement and voice, Chris decided that Cheat Biscuit was pretty tough—not to be mistaken for overcooked!—with a gruff voice and a superhero swagger. We ended up choosing "Stone" for the voice and "Casual" for the movement, which turned out nicely. For his attacks, we chose

Charge Jump, Fire Loop for the tail/cape attack, Dash and Knockout Punch for the main attack. This gave Cheat Biscuit the strength, speed and jumping prowess he needed to complement his warm, flaky texture and delicious cheddar flavor.

Follow the Tutorials



As your main character gains levels, certain items will be unlocked under the "Help" menu in the Graffiti Notebook. It's a good idea to watch the tutorials before attempting to draw any creature; they contain helpful information and visual

walkthroughs of some of the more intricate creative steps.

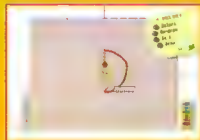
Modify Existing Creatures



If you're having trouble drawing one on your own, or if you see a creature design that you want to improve upon, you can import any of the creatures you have captured into the "Draw" menu and go to town. If you are looking to

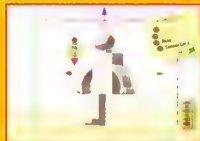
recreate some of your favorite characters from other video games, this is also a good way to get started. Pick a shape that's similar to the one you're looking for and add/subtract/modify it to your heart's content.

Draw Slowly



Set the pen speed to the lowest possible setting when drawing. Taking your time when drawing will help you draw straighter lines and you'll notice yourself backtracking and deleting a lot less than when you draw with the pen on full speed.

Practice!



Not everyone has Bob Ross' talent and can bust out a masterpiece when their brush touches canvas. Practice creating several small doodles first and learn the intricacies of the drawing engine before you sink your teeth

into a major project. The freedom and variety of options can seem overwhelming and complicated at first, but the more time you spend drawing, the easier it will become.



grand theft auto™

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The San Andreas Chronicle

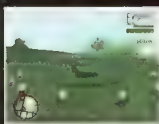
Pat Reynolds, Editor

Welcome to *The San Andreas Chronicle*, a monthly column that follows Carl "CJ" Johnson's path through the state of San Andreas in Rockstar Games' *Grand Theft Auto: San Andreas*. We'll also bring you information on the many side missions, odd jobs and secrets you'll want to find as you play through the game. This month, we'll give you some pointers for getting through the challenges at the driving school in San Fierro. We'll also tell you all about the San Andreas dating scene, including where to find each girlfriend and how to treat them.

DRIVING SCHOOL

The 360

Directions: Hold the accelerator and brake to begin, then turn the car to the left or right.



This challenge is easy—just keep the accelerator and brake buttons pressed

while turning in either direction to spin the car in place. Use this technique in the game when you need to change your vehicle's facing in tight quarters.

The 180

Directions: Accelerate to the cones, then use the handbrake to turn the car around and drive back to the starting area.



Hit the handbrake and start turning hard into the turn just before you reach the last

cones to spin the car around so that it faces back in the direction from which you just came. In the game, this maneuver is excellent for recovering from a missed turn or for losing pursuers, who will usually overshoot or crash into buildings trying to follow your reversal.

P.I.T. Maneuver

Directions: Force the other car to spin out by pushing it from the rear side.



Practiced by law enforcement officers everywhere, the P.I.T. (Precision Immobilization

Technique) lets you disable a vehicle with minimum damage by pushing into the rear side of the target car with your front bumper. You'll actually need to use this technique in the game, for at least one mission, and it's a great way to stop any car you need to chase and disable throughout the course of the game.

Pop and Control

Directions: Drive to the coned area and across the spike strip. Avoid the cones and reach the designated end zone.



Driving with your tires blown out is never fun—or easy—but sometimes it will be your only option,

as the alternative might be getting out of the car and being shot up by mobs of law enforcement or gang members. Keeping control of your vehicle with the tires gone requires constant micro adjustments to the left and right. Basically, the car will want to zig-zag like crazy, and you'll need to compensate for each of these shifts by counter-steering in the opposite direction. This technique is useful for getting to a safe spot or another vehicle while still remaining in the safety of your car.

Burn and Lap

Directions: Complete five laps of the small oval course, completing 180° turns at each end and avoiding the cones.

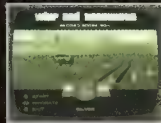


Although there's no situation in the game that will require you to race around a tiny oval

course, this lesson will help you to refine your powersliding skills and improve your control of your vehicle while taking sharp turns at high speeds.

Whip and Terminate

Directions: Accelerate to the turn, powerslide around and brake in the designated area.



This lesson shows you how to take a sharp turn into a blind corner and then stop quickly if re-

quired. In the game, it's good for saving your vehicle from a crash after flying around a corner where you can't see traffic on the other side.

Wheelie Weave

Directions: Use the ramp to pop the car onto two wheels, then maintain balance until the end of the track.



This super-slick maneuver looks awesome, but it's extremely difficult to actually pull

off during gameplay. For the test, hit the ramp to pop the car onto two wheels, and then micro-adjust your balance by tapping left or right to keep it there until the end of the track.

The "90"

Directions: Drive toward the parked cars and slide sideways into the open parking spot.



this degree of precision, but it does look pretty cool.

I don't think there's ever really a situation in the game where it's necessary to parallel park with

Cone Coll

Directions: Weave around the cones and reach the other end, then reverse course and return to the start area.

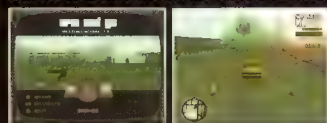


weave around other vehicles while driving at high speeds is essential to success in San Andreas.

This test simulates driving on streets filled with traffic or other obstacles. Learning to

Spin and Go

Directions: Drive in reverse to the middle of the course, then spin the car around in a 180 and drive to the end.



can't go forward, but the way behind is clear. Accelerate in reverse until you can turn around (hit the handbrake and steer in either direction), then jump on the accelerator to speed away.

Here's a technique that will get you out of many tough situations—basically any time you

Alley Oop

Directions: Drive off the ramp and perform a barrel roll, landing the car correctly.

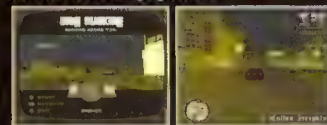


Drive off the ramp with one side of your car hanging off to spin in midair, then land on all four wheels to complete the stunt.

This test is practice for the insane stunt jumps that are scattered around San Andreas.

City Slickin'

Directions: Drive to the marker and back in less than 120 seconds without damaging the car.



extremely harsh time limit and an unforgiving, traffic-filled route to follow. Start by driving straight up the road as far as you can go before turning to the right at the top—you can see the marker on your mini-map from this point. Hit it from either direction and return to the driving school. You'll be docked points for any damage done to your car, and coming to a complete stop for any reason (a crash being the most likely cause) will end the challenge in failure. You can take a few bumps to your car and still pass the test, but any major damage will drop you into the failing zone.

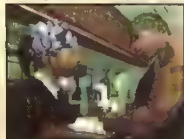
The graduation exam for driving school is the toughest challenge—you've got! an ex-

the dating game

Carl "CJ" Johnson is much like any other man—between bouts of high crime, gang warfare and running from the law, he wants to find the right girl for him, and possibly start a meaningful relationship. To this end, there are six potential girlfriends located around San Andreas for CJ to date. This guide will give you all the info you'll need to successfully wine and dine each of these lucky gals.

dating tips

The first step to successful dating is obtaining a girlfriend. Two of the girls will automatically become your girlfriend just by completing missions as you make your way through the game. The



other four girls have standards you'll need to meet before they'll agree to a date—you've got to have the right kind of body type for them. To gain muscle, hit the gym and work out. If the girl wants some fat on her man, hit the fast food joints and pack on the pounds. All of the girls are looking for a man

with sex appeal. They're even willing to ignore their other standards to a certain degree if you have a high sex appeal. Sex appeal is gained by wearing nice clothes and arriving for the date in a cool vehicle (low riders and sports cars give big boosts here).

Before you arrive at the scene of your date, grab a gift for your girl. In the description for each girl, I've noted the location of nearby flowers. Pick up some flowers and give them to her when she comes out to greet you (hold L1) to raise your overall relationship status with her. You can also attempt to kiss your sweetie (by holding L1 without a gift in your hand), but it's not recommended until you've had a few successful dates and only after you give her some flowers (or other gift item). When your girlfriend comes out, she'll tell you what type of date she



wants. If she mentions food, take her to the restaurant of her choice. If she just wants to drive around, listen to her cues to determine the speed she likes and what area she wants to see. If she wants to go dancing, head for the nearest club and dance the night away. Food and driving dates are different depending on each girl (and their individual preferences are listed along with their other information), while dancing dates are the same for all six. When the date ends, you'll need to drive your girlfriend back home. When your relationship meter reaches a certain point (it's different for each girl), she might invite you inside for coffee.

relationship chart

This chart shows you how much you'll gain (or lose) in your overall standing with a girlfriend by doing various things on a date:

Action	Gain/Loss
Successful date	+5%
Unsuccessful date (includes abandoning the date in progress)	-5%
Giving a gift	+1%
Successful kiss	+1%
Unsuccessful kiss	-1%
Abusing your girlfriend	-10%
Showing up for a date without meeting her body type requirements	-1%
Missing her phone call	-2%
Invited inside for coffee	+5%

meet the ladies

denise robinson



Where to meet her: Denise automatically becomes your first girlfriend when you successfully complete the "Burning Desire" mission in Los Santos.

Body type needed: Denise is not picky about CJ's body type; she'll date him whether he's fat, skinny, average or ripped.

Home location: Denise lives just up the road from CJ's house (you'll drop her off there at the end of the "Burning Desire" mission, so her house is easy to find).

Nearby gifts: West of the tattoo parlor down the road from Denise's house, you can find some flowers.

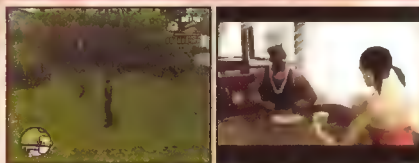
Date time(s): 00:00-06:00, 16:00-00:00

Type of dates she likes: For a food date, Denise likes the bar up the road from her house. If she just wants to drive around, you should stay in her neighborhood. Denise might also want to do some drive-by shootings (she is a gangsta girl, after all). If she suggests this, just roll past any groupings of rival gang members and let Denise fire away. She'll let you know when she gets tired.

Coffee invite: Denise will start inviting you in for coffee at less than 50%...probably at around 40-45%.

Rewards: At 50% Denise will let you use her car, and at 100% you'll get the pimp outfit, which will come in handy later in the game if you want to look the part while doing the pimping missions.

katie zhan



Where to meet her: Katie can be found standing on a hill on the northeastern edge of the Avispa Country Club in San Fierro.

Body type needed: Katie's looking for a strong, sexy man (high muscle and high sex appeal).

Home location: Katie's townhouse is in the Paradiso section of San Fierro, just southeast of the Gant Bridge.

Nearby gifts: You'll find some flowers outside the gas station, located across the street from the Burger Shot restaurant just southeast of Katie's place.

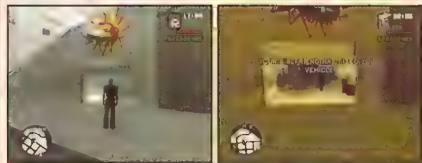
Date time(s): 12:00-00:00

Type of dates she likes: For food dates, Katie likes the diner that's located near her house. For driving dates, Katie likes the Gant Bridge north of her house. Don't drive too fast—you'll fill her fun meter just by taking a leisurely drive across the bridge.

Coffee invite: You'll get the invite inside for coffee at around 50%.

Rewards: For dating nurse Katie, you'll get free hospital visits, and you'll hang onto your weapons after getting killed as well. At 50% you'll get the keys to Katie's hearse, and at 100% she'll give you the medic outfit.

michelle cannes



Where to meet her: Michelle hangs out in the driving school in San Fierro near the water cooler. She's not always there; if you're looking for her and she isn't inside, try leaving the building and re-entering a couple of times and you should find her.

Body type needed: Michelle likes a man with some fat (50% or more). You'll also want to have a good sex appeal rating (get some nice clothes or roll up in a hot car to boost this rating).

Home location: Michelle owns an auto body garage in the northeastern section of San Fierro.

Nearby gifts: Look for some flowers on the super-curve road to the southwest of Michelle's garage.

Date time(s): 00:00, 12:00

Type of dates she likes: For food dates, Michelle likes to go to the bar. If she asks for a driving date, step on the gas—this girl likes speed. Stay at top speed until she asks you to take her back to her house. Michelle might want to drive on some dates, in which case you won't need to do anything except sit back and watch as she drives for a while and then returns home.

Coffee invite: You'll get the invite inside for coffee at around 40%.

Rewards: When you start dating Michelle, you'll have access to her garage (it works the same as a Pay N Spray but won't cost you anything). At 50% you can take Michelle's monster truck out for a spin, and at 100% you get the racing suit.

helena wankstein



Where to meet her: You can find Helena on the roof of the Blueberry Ammu-Nation shop, shooting at targets. She's not always there, and since it's an outdoor location you'll need to come back the next day and check for her again if you don't find her the first time.

Body type needed: Helena likes 'em skinny (low fat and low muscle—no more than 25% of either). You'll want a high sex appeal rating as well.

Home location: Helena lives on a farm in Flint Range.

Nearby gifts: Directly east of Helena's farm, under the expressway, you can pick her some flowers.

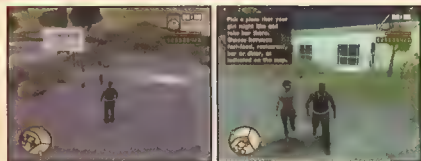
Date time(s): 00:00-02:00, 08:00-12:00, 14:00-00:00

Type of dates she likes: If Helena asks for food, take her out to a restaurant (not fast food; a nice place). If she requests a driving date, stick to the area around her farm, as she enjoys the rural scenery.

Coffee invite: You'll get the invite inside for coffee at around 65%.

Rewards: As soon as you become Helena's boyfriend, you'll be able to access her tool shed, which contains some useful weapons (Molotov cocktails, chainsaw, flamethrower and handgun). At 50% you'll get to take her car (although you can actually use her car from the time you start dating—maybe because she lives in the country, Helena leaves it unlocked). At 100% you'll get some rural clothes to wear while hanging out in the countryside.

BARBARA SCHENNAVANT



Where to meet her: Look for Barbara in the parking lot of the police station in the northern desert town of El Quebrados (it's across the street from the Pay N Spray).

Body type needed: You'll need to put on some weight to date Barbara (fat of 50% or more). And of course, a high sex appeal is necessary as well.

Home location: For all you know, Barbara lives at the police station where you meet her, because that's where you'll pick her up for dates.

Nearby gifts: Grab flowers from the gas station parking lot to the northeast of El Quebrados, or from the building along the dirt trail to the west of town.

Date time(s): 00:00-06:00, 16:00-00:00

Type of dates she likes: For food dates, Barbara prefers the diner located near town. For driving dates, she likes to ride slowly around the town of El Quebrados.

Coffee invite: You'll get the invite inside for coffee at around 60%.

Rewards: Barbara will get you out of police stations for free if you get busted, and you'll get to keep your weapons. At 50% she'll let you drive her police car, and at 100% she gives you a cop outfit.

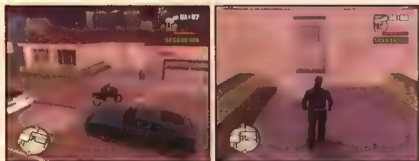
Q: I'm at the location to meet a new girlfriend, but she's not there. What do I do?

Q: I'm at my girlfriend's house at the correct time and she isn't here. What happened?

Q: I killed my girlfriend (or was dumped by my girlfriend). How do I get her back?

Q: Is it possible to have multiple girlfriends?

MILLIE PERKINS



Where to meet her: Like Denise, you'll automatically win Millie's hand as your girlfriend during a mission, the "Key to Her Heart" segment of the Casino Heist mission string in Las Venturas.

Body type needed: Millie isn't picky about her men, so you're in with her as long as you complete the mission.

Home location: Millie has a little house in the northern section of Las Venturas.

Nearby gifts: Just northwest of Millie's house you can find flowers outside a house. There are also flowers a bit further west outside of the country club.

Date time(s): 12:00-22:00

Type of dates she likes: On food dates, Millie likes a nice restaurant. For driving dates, take her pretty much anywhere in Las Venturas at average speeds. In addition to the normal range of dates available, if you show up at Millie's house in the gimp suit you got for the mission, she'll take you inside right away and you'll have a very successful date.

Coffee invite: You'll get the invite inside for coffee at around 40% (unless you show up in the gimp suit, in which case you can start having coffee with Millie immediately).

Rewards: At about 35%, Millie will let you go into her house and take the key card you need for the next Casino Heist mission. (Note that you can also gun Millie down when she comes out for a date, then go inside and steal the key, but you'll lose her as a girlfriend.) At 50% you get to drive Millie's pink car. There's no 100% outfit from Millie, since you already have the gimp suit from completing her mission.

New Cheat Code

The flow of *San Andreas* cheat codes has slowed down to a trickle, but there are still some secrets to be found. Enter the following code to spawn a Tanker truck:

PlayStation 2—R1, Up, Left, Right, R2, Up, Right, Right, L2, L1, L1

Xbox—Right Trigger, Up, Left, Right, Black, Up, Right, X, Right, White, Left Trigger, Left Trigger



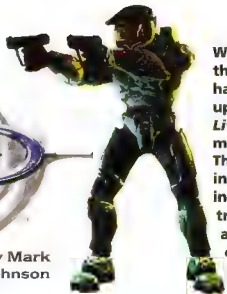
That wraps up another edition of *The San Andreas Chronicle*. Next month we'll show you how to master the boating school and take a look at more of your letters.



HALO

INSIDER

by Mark Johnson



With the release of *Halo 2*, the most popular Xbox game has been given a massive upgrade, incorporating *Xbox Live* support for online multiplayer matches among other refinements. This monthly column will keep you informed with the latest goings-on in the *Halo 2* community, including trends, strategies, tricks, exploits and new discoveries...and of course, we'll also show you how to become a more lethal online combatant.

Vol. 9

NEW MAPS: RELIC & BACKWASH



And the hits just keep on coming...*Halo 2* developer Bungie has seen fit to grace your Xbox hard drive with five new maps in addition to the four recently released via *Xbox Live*. Available as a pay-to-play download or in the store-bought *Halo 2 Multiplayer Map Pack* disc, Relic, Backwash, Elongation, Terminal and Gemini add to the current pantheon of *Halo 2* maps and bring some new features and looks to the table. In the coming months we'll be giving you some helpful tips for each of the new maps to get you started on your way to the top of the leaderboards. And for those of you who don't want to shell out the cash, all of the new maps may be available as a free download by the time you read this.

Map Legend



Relic

Recommended Number of Players:
8-16 (this map can be played with a chaotic 16 players, but the best battles always happen when it's 4-on-4)
Recommended Game Variants:
1 Flag CTF, Single Bomb Assault, Team Slayer



Verifiers:
M12 Warthog LRV (Blue Base),
Ghost (Red Base)
Territories: Blue Base Albatross Beach,
Red Base Forerunner Structure

A massive Forerunner structure cuts down the middle of this tiny island like a scythe. This brooding tower is home to the flag, and promises a hard fight against the defenders within to claim its reward. Relic is a wide-open map, with minimum cover for players as they move toward the ruin. Unlike most *Halo 2* maps, Relic actually changes based on the game type selected. Easy-to-use ramps run up the sides of the tower in all modes except CTF and Assault.



There are a number of rocks and low walls that players can use to jump into the base. This is especially helpful during Capture the Flag matches where you don't have the ramps to run up the side of the tower. They can be tricky to hit, but with a little practice, you'll soon be jumping like a pro.



When the tower lights up, you know the teleporter has been activated. This gives both teams a quick route into the enemy base, which is especially important when the defenders become the attackers and try to get their flag back. You can use the teleporter (in the back of the tower) to make some intense last-minute saves.



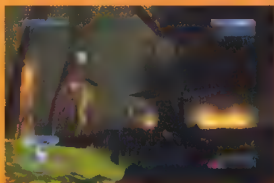
This is the Sniper Rifle. As the attacking team, it is your best friend. Have your best sniper grab this as soon as you spawn in, then let them work over the defending team as you rush the base. The sniper should also keep the enemy out of the watchtower on the eastern side of the map.

Backwash

Creepy and humid, Backwash looks like no other *Halo 2* multiplayer map before it. Located on Delta Halo, but riffing on a level from the first *Halo*, you won't find any downed X-wings here. What you will find is the Sentinel Beam, which is a first for *Halo 2*. This weapon isn't found in any other map on the default settings, and looks particularly cool as it rips through the fog. In another first for *Halo 2*, you don't start with any grenades when you spawn. It's a very intense map; you will often feel like you're being hunted as you try to stalk through the roots and trees of Backwash. Just follow the muzzle flashes and the soft trails of Plasma in the distance to find the fight.



Backwash is full of little nooks and crannies. Explore the various roots and trees to find them; they make great places to set up an ambush. Grab a Shotgun and enjoy the fireflies swirling about as you hunker down and watch the radar for your next unsuspecting victim.



The central Forerunner structure has four platforms jutting out from its upper level in a symmetrical fashion. Most of them can be reached by jumping, and it's a great way to move quickly from one side of the map to the other. Jump in and unexpectedly change direction to lose any pursuers, or make an escape with the Skull. Be quick about it, though, as it's small enough in there for a well-placed grenade to end your flight.



There's nothing like the feeling of materializing out of the fog with the sword and cutting down your surprised opponent. Make sure that you keep this pink stick of death hidden as you run about the map. Even if your enemies can't see you, they can see your glowing sword waving in the fog, and they'll be sure to make your first target.

The Battle Rifle is an excellent weapon in almost all situations, except extremely close-range encounters. Even when you're in close, though, you always have the option to use a melee attack. If you have an opportunity to pick this weapon up, do it! Soften up your target as a teammate lob in a grenade or two. Circle the edges of a firefight and pick off weakened opponents. When paired up with a close-range weapon like the Shotgun, you'll be equipped for almost any combat situation. Possibly the most useful weapon in the game. Learn to become one with the Battle Rifle.



SGT. JOHNSON'S FOXHOLE

Here in The Foxhole, I'll tell you everything you need to know, but are too lazy to figure out! Statistics, strategies and anything else that a wet-between-the-ears private needs to be the best. Kit up and move out, soldier—it's training time!

Have you ever wondered which weapon gives you the fastest beat-down? How come that guy with the SMG always shoots before you on the reload? Over the next few months, I'll break down the details of the death-dealing tools of *Halo 2*, right here in Sgt. Johnson's Foxhole. A different gun will be featured each month, with everything from the basics like clip size to that hard-to-figure-melee speed. We're going to kick things off with the best all-around gun in the game, the Battle Rifle!

BATTLE RIFLE



Specs

Ammo Type: Ballistic
Clip Size: 36
Firing Mode: Burst
Reload Speed: 1.8 Seconds
Melee Speed: 0.8 Seconds
Melee Hits with Shields: 3
Melee Hits without Shields: 1
Scope: 2x
Range: Medium
Accuracy: High (especially when scoped)

Shots Required

Head Shots: 4
Body Shots: 7
Head Shots with Overshield: 11
Body Shots with Overshield: 14
This is based on the number of times the trigger is actually pulled, not the number of bullets, since the Battle Rifle fires three rounds per shot. Also, it assumes that your opponent is at full shields when you engage.

Strengths

Allows you to keep your opponent at range. Highly accurate and hits hard. Can still throw grenades!

Weaknesses

Not so great at point-blank range when you're up against a duel-wielder. Can run dry if you aren't paying attention, so keep up on your ammo!

SELECT GAME PREVIEWS

The purpose of *Select Game Previews* is to show you a select group of new and upcoming

games so YOU can influence the contents of *TIPS & TRICKS*. Take a look and see what interests you, then write down the names of the games you plan to buy or rent and mail them to *TIPS & TRICKS Select Game Previews*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211. We'll total up your votes and use the results to determine which strategy guides we'll be featuring in upcoming issues of *TIPS & TRICKS*.



DEAD OR ALIVE 4

Publisher: Tecmo

In Stores: November



Out of all the Xbox 360 titles shown at the 2005 Electronics Entertainment Expo (E3), *Dead or Alive 4* took center stage as one of the few games which exemplify the true power of Microsoft's new console. DOA creator Tomonobu Itagaki and his development staff, Team Ninja, have been staunch supporters of the Xbox, so it's no wonder that Microsoft gave them a head start on their first Xbox 360 game. *Dead or Alive 4* is a feast for the eyes, with high-definition graphics and breathtaking environments that look more like postcards than brawling arenas. The game features even more massive, multi-tiered levels with all kinds of destructible objects that enhance the drama of the fight. Old favorites like Kasumi, Tina, Zack, Ryu Hayabusa and other DOA all-stars are present, along with Christie and Brad Wong from DOA3 and three new characters: Kokoro, a raven-haired fighter in a kimono; Eliot, a blond youth; and the Mystery Wrestler, a female masked wrestler rumored to be a returning character in disguise. One of the

biggest draws for DOA4 will be its array of online features. Itagaki calls it a "Virtual Arcade" where players

gather in an interactive lobby, form clans, track the scoreboard, run tournaments, view matches in "watch" mode, voice chat, text chat and more. Hardcore DOA players will need to go back to school, as *Dead or Alive 4*'s fighting system promises to be the most complex yet, with an emphasis on defense and an intricate countering system. Although the game is scheduled to be released sometime in the Xbox 360's launch window, Itagaki is notorious for holding his projects until the game is just right.



DEAD OR ALIVE 4





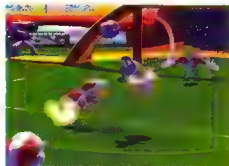
SUPER MARIO STRIKERS

Publisher: Nintendo

In Stores: November



Mario adds another sport to his intramural activities: soccer! *Super Mario Strikers* is an action-packed, over-the-top soccer game featuring everyone's favorite Nintendo characters. Players



gain power-ups by tackling their opponents on the field. Like the *Mario Kart* power-up system, up to three power-ups can be stored at a time. In addition to keeping their eyes on the ball, players must also evade freezing shells, spiny shells, roving Chain Chomps and more. Naked streakers had better think twice before running out onto this field! The game is still early in development, but Nintendo aims to have five different play modes, including Grudge Match, Battle Mode, Super Battle Mode, Custom Battle and Spoils.

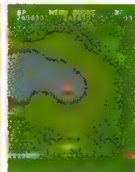
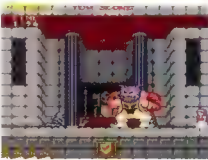


CAPCOM CLASSICS COLLECTION

Publisher: Capcom

In Stores: November

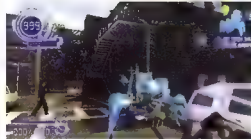
Also on PS2
Capcom Classics Collection gathers 22 Capcom arcade games from the 1980s and early '90s. Included are classics such as *Super Ghouls 'N' Ghosts* and *Street Fighter II: Champion Edition* as well as some of Capcom's more obscure arcade releases such as *Pirate Ship Higemaru*, *Vulgar* and *Exed Exes*. Capcom did an excellent job of translating the arcade controls to the home systems—the analog sticks work perfectly for games like *Commando* and *Forgotten Worlds*. All of the games can be played in one- or two-player mode, and many of the games contain bonus features like original artwork, gameplay tips and remixed soundtracks.



GHOST IN THE SHELL: STAND ALONE COMPLEX

Publisher: Sony

In Stores: 3rd Quarter 2005



Anyone familiar with the *Ghost in the Shell: Stand Alone Complex* anime knows that the Tachikoma play a significant role as comic relief, especially in the post-show wrap-ups. The powerful yet

strangely childlike Tachikoma also play a significant role in this game; if you train them early and treat them well with custom parts and accessories, it will pay off for you in battle. You get to choose between main characters Motoko, Batou, Togusa and Saito as you compete against a new cyberterrorist threat. The wireless battle mode supports four players, and you can also trade Tachikoma parts, weapons and AI data using the wireless feature.



GUN

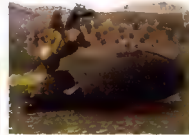
Publisher: Activision

In Stores: November

Also on PS2
In a departure from its famous *Tony Hawk* game series, developer Neversoft has announced its latest project, simply titled *GUN*. Set in the old west, it has elements of two dif-



ferent gaming styles—much of the time is spent running around in third-person mode, but when the action gets heavy, you can switch to first-person mode for more accurate aiming. Slow-motion combat plays a big part in *GUN*; we saw the main character toss a stick of dynamite toward a group of enemies, activate slow-motion mode, then shoot the dynamite to detonate it in midair. When not hunting bad guys down, you can participate in various mini-games such as hunting and killing buffalo.

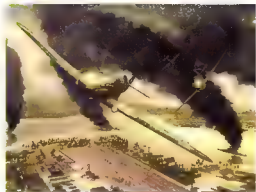




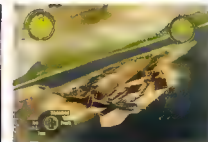
BLAZING ANGELS: SQUADRONS OF WWII

Publisher: Ubisoft

In Stores: November



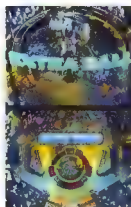
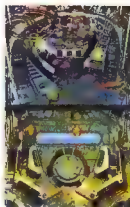
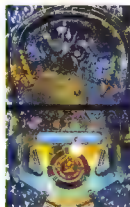
Ubisoft is taking some of the most important battles of World War II from the trenches to the skies with *Blazing Angels: Squadrons of WWII*. Players will climb into the cockpit of up to 40 planes and command three computer-controlled wingmen, each with special abilities that will determine whether the Allies have success in the skies or crash and burn. The airborne action will take pilots from Pearl Harbor to Germany, and other important theatres of operation from World War II. And if dogfighting with artificial enemies isn't enough, you can take the action online and go to war with up to 16 other sky jockeys when the game comes to the Xbox this fall.



METROID PRIME: PINBALL

Publisher: Nintendo

In Stores: November



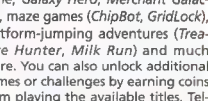
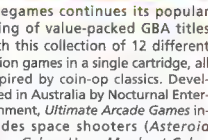
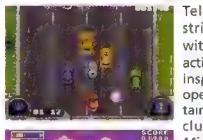
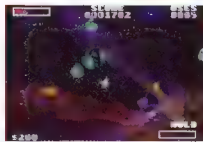
If Mario can roll up into a ball for *Mario Pinball Land*, then Samus Aran's Morph Ball can't be far behind—especially after her cameo appearance in *Galactic Pinball* for the Virtual Boy. *Metroid Prime Pinball* uses both screens of the Nintendo DS like a double-tiered pinball machine. You can use the touch screen to nudge the pinball table. The game stays true to the sci-fi world of *Metroid*, right down to the intense boss battles. As a Morph Ball, you can set bombs and jump all over the table, unlike a regular pinball. Several extra modes are included, like Clone Machine Multiball and the Wall-Jump Challenge. Developed by Fuse Games Limited, the same team behind *Mario Pinball Land*.



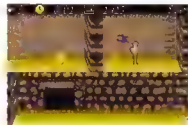
ULTIMATE ARCADE GAMES

Publisher: Telegames

In Stores: September



Telegames continues its popular string of value-packed GBA titles with this collection of 12 different action games in a single cartridge, all inspired by coin-op classics. Developed in Australia by Nocturnal Entertainment, *Ultimate Arcade Games* includes space shooters (*Asteroid Mine*, *Galaxy Hero*, *Merchant Galactic*), maze games (*ChipBot*, *GridLock*), platform-jumping adventures (*Treasure Hunter*, *Milk Run*) and much more. You can also unlock additional games or challenges by earning coins from playing the available titles. Telegames claims that the games are much more than "clones" of popular arcade classics, instead describing them as "expanded and improved versions that consolidate the best gameplay elements from a variety of successful themes." Time-tested gameplay mechanics, lots of variety...sounds like our kind of game!



POKÉMON XD: GALE OF DARKNESS

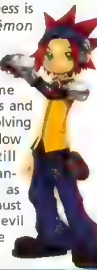
Publisher: Nintendo

In Stores: October



Pikachu no longer whips Charlotte with his serrated tail to make her finish her monthly *Pokémon* column on time (we discontinued *Pokémon Report* after issue #80), but the specter of his imposing visage and cruel taunts—"Pika! Pika!"—and the trace residue of his little yellow claws still remain embedded in our offices. *Pokémon XD: Gale of Darkness* is just like *Pokémon Colosseum*, except with a new protagonist, some new characters and a mystery revolving around a Shadow Lugia. You still have a companion Evee, and as before, you must

Snag psychologically-scarred Pokémon from evil trainers and rehabilitate them until they can be Purified. And they say Pokémon isn't a cult....



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(sds)



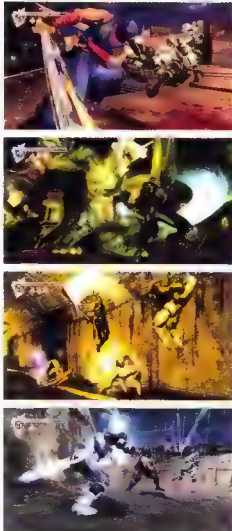
NINJA GAIDEN BLACK

Publisher: Tecmo

In Stores: September



Ninja Gaiden: Black features new difficulty options, new modes of play and content from both of the downloadable "Hurricane Packs." Several new missions have been added to both Story and the all-new Mission Mode, including time challenges, boss battles and enemy battles. In addition to new enemies and bosses returning from the Hurricane Packs, gamers will be treated to a glimpse at the secrets of the *Ninja Gaiden* universe via new cinematic cutscenes. Some bonus content is included, including an unlockable version of the *Ninja Gaiden* arcade game, which has never been available on home consoles until now. Players can also upload their Karma scores to the leaderboards to find out who is the baddest ninja around.



EVIL DEAD: REGENERATION

Publisher: THQ

In Stores: 3rd Quarter 2005

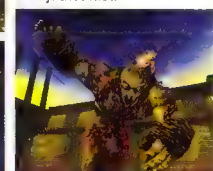
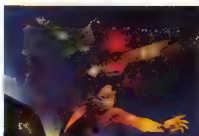


With typical bad luck, Ash is accused of murder and imprisoned in an asylum for the criminally insane, where his psychiatrist, Dr. Vingo, is hell-bent on unleashing the forces of evil using the Necronomicon (a.k.a. The Book of the Dead). To make matters worse, his only companion is a three-foot tall Deadite whose rotting corpse can be used as a torch or a bowling ball, all in the name of revenge.



EVIL DEAD REGENERATION

With this living dead Swiss Army knife at his heels, Ash must use his special talents with a chainsaw, shotgun, harpoon gun and flamethrower to destroy a new breed of Deadites, monsters and failed experiments. He'll just have to get out of his straitjacket first.



RADIATA STORIES

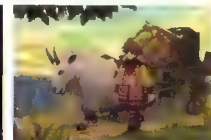
Publisher: Square Enix

In Stores: September



Radiata Stories is the latest creation by developer tri-Ace, which most recently worked on the critically acclaimed *Valkyrie Profile* and *Star Ocean: Till the End of Time*. Although similar in visual style to both previous works, the tone of *Radiata Stories* is more tongue-in-cheek, with protagonist Jack and his cadre of more than 150 recruitable friends often engaging in ludicrous conversation.

Underscoring this light-hearted banter is a serious war raging between humans and fairy tale creatures. Battles are fought in real time, with the player controlling Jack and the computer controlling the other two characters. Linking up with other players lets you perform a combination attack, with special attacks showcased in breakout animations.



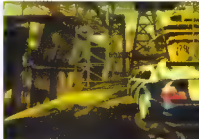
NEED FOR SPEED: MOST WANTED

Publisher: EA

In Stores: 4th Quarter 2005



Most Wanted combines the street racing culture of the Underground series with the high-intensity cop

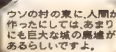


chase sequences of the *Hot Pursuit* games. Players must build up their street cred as well as their Rap Sheet to get to the top of the "Blacklist," an elite group of street racers. The Rap Sheet keeps track of your record-breaking times and completed challenges, plus all the police vehicles and tactics that you managed to evade. The wide-open world features shortcuts, destructible environments and plenty of traffic to use to your advantage. Certain visual upgrades will actually help you lose the cops—pimpin' your ride isn't all about just looking good!

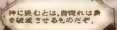
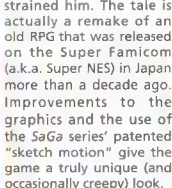


Publisher: Square Enix

In Stores: 4th Quarter 2005



One of the hallmarks of the *SaGa* series is its non-linear gameplay. In *Romancing SaGa: Minstrel Song*, there are eight different protagonists, each with their own individual stories. The mysterious Minstrel plays a central role, using his talents to guide and shelter the other characters. An evil god named Saruin is stirring, thanks to the degeneration of barriers that once con-



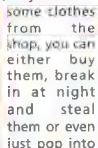
SAINT'S ROW

Publisher: THQ

In Stores: November



In *Saint's Row*, you're a member of the 3rd Street Saints gang. Your primary goal: Take over the city of Southern Cross. The game's top-notch physics engine and damage modeling allow characters to interact realistically with objects, impacts and other characters while pieces of vehicles distort and crumple just as real vehicles do when damage occurs. The gameplay is extremely open-ended. For example, if you want



the store and rob the cashier to get what you want. *Saint's Row* will also have online gameplay with unique challenges and rewards.



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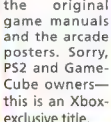
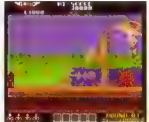
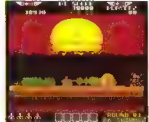
TECMO CLASSIC ARCADE

Publisher: Tecmo

In Stores: 3rd Quarter 2005



This summer, Tecmo is releasing a compilation of some of its greatest arcade titles ever with *Tecmo Classic Arcade*. There are over 10 old-school Tecmo coin-op games to choose from, some of which have not previously been released on any home system. Titles include *Solomon's Key*, *Rygar*, *Bomb Jack* and for the first time ever, the original widescreen *Tecmo Bowl* arcade game! Included in *Tecmo Classic Arcade* is a Tecmo Gallery, which will feature several pieces of each game's history such as



the original game manuals and the arcade posters. Sorry, PS2 and GameCube owners—this is an Xbox-exclusive title.



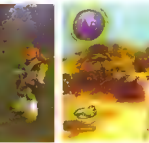
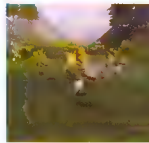
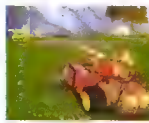
BATTALION WARS

Publisher: Nintendo

In Stores: September

Formerly known as *Advance Wars: Under Fire*, *Battalion Wars* is based on the popular *Advance Wars* series, but delivers a new style of gameplay, combining the familiar real-time strategy elements with third-person action. You can command an entire platoon from atop an armored tank or

fight as a lone soldier on foot. Your weapons can include bazookas, rifles, flamethrowers, machine guns, rocket launchers and more. You can cause even more mayhem by piloting vehicles like jeeps, tanks, helicopters, gunships and fighter jets. Commands can be issued to other soldiers in your squad with the touch of a button. All the missions are open-ended, so the way you tackle each battle is entirely up to you.



FATAL FRAME 3: THE TORMENTED

Publisher: Tecmo

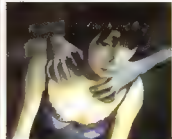
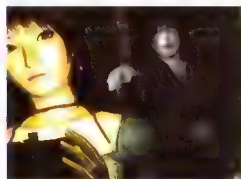
In Stores: 4th Quarter 2005



Survival horror is alive and well, thank you very much, compliments of *Fatal Frame 3: The Tormented*. The third title in the series introduces Rei Kurosawa, a young woman tormented by disturbing nightmares—or are they real life? Armed with nothing but a camera, Rei will confront horrifying spirits that may be the key to unlocking the secrets of a mysterious tattoo. Three playable characters, each with unique abilities, will alternate between the nightmare and the real world as they explore the “House of Sleep.” Only there will they discover the clues Rei will need to uncover the meaning behind the tattoo



and allow her to stop fearing her own dreams.

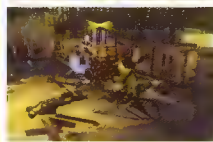


FINAL FIGHT: STREETWISE

Publisher: Capcom

In Stores: November

Also on PS2 *Final Fight: Streetwise* breathes new life into the series by bringing the franchise into the realm of 3-D and introducing new characters. Combat in *Streetwise* is similar to the old side-scroller—beat



up baddies with your fists and use a variety of weapons such as two-by-fours, knives and steel pipes. In addition to fighting, earning respect is a main element in *Streetwise*. By increasing Tension and earning cash along the way, players will earn respect, which will determine their interaction level with the various characters and enemies in the game. Expect to see familiar faces from the *Final Fight* universe to help you out along the way.

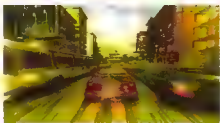
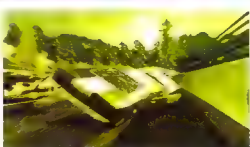
BURNOUT LEGENDS

Publisher: EA

In Stores: October



Take your reckless driving skills on the road with *Burnout Legends* for the PSP. The game is designed for the quick-hit, on-the-go gameplay style of the portable gamer. You can burn rubber on several redesigned tracks from past *Burnout* games. The popular Crash Mode has been slightly tweaked in the PSP version—"crash multipliers" have been eliminated so the goal is to just cause one giant wreck. Each copy of *Burnout Legends* will randomly ship with five of the 25 unlockable cars available. Players will need to collect the other 20 from friends



via Wi-Fi challenges. Developed by Criterion Games, *Legends* also supports Game Share, which lets you upload a track to a friend's PSP and have both play from just one UMD.

DS

BLACK & WHITE CREATURES

Publisher: Mojang

In Stores: November



Designer Peter Molyneux's famous "God Game" *Black & White* never made the jump from the PC to consoles; Dreamcast and PS one versions were in the works, but never saw the light of day. This spin-off is a little bit stripped down from the original PC game, but the "virtual pet" style of gameplay makes *Black & White Creatures* ideal for handheld



systems. The touch screen of the Nintendo DS is also perfect for controlling the "God's Hand" so you can pet your creature for encouragement or slap it

around for punishment. After it has gained considerable strength from the worshipping villagers, you can pit your beast against that of a friend in the wireless Creature Battle Multiplayer mode.



SUZUKI TT SUPERBIKES

Publisher: Valcon

Available Now

Valcon Games, a new publisher in the U.S., delivers its first game, *Suzuki TT Superbikes*. The Isle of Man TT circuit is a grueling real road racing event that tests even the most hardened biker. *TT Superbikes* was released in Europe earlier this year as a heavy sim-style racing game, but the U.S. version will have a little more of an arcade feel. In addition to Suzuki, the game also features bikes by Honda, Kawasaki, Yamaha, Aprilia and Triumph. Also included are plenty of licensed accessories and upgrades for your bike and rider. The game is designed for all skill levels; in Novice mode, the game will automatically brake for you as you round the corners. For a budget price of \$14.99, you can't go wrong.

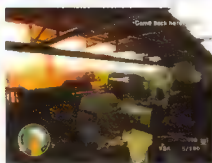


SNIPER ELITE

Publisher: Namco

In Stores: September

Also on PSP As a highly trained sniper during World War II, you operate in a world of stealth and secrecy. So it's only natural that the Office of Strategic Services has assigned you to a covert operation. Disguised as a German soldier, it's your responsibility to stop the Russians from stealing secret atomic bomb technology



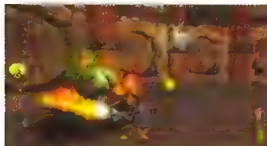
from the German Army. You'll have to use your sniping skills—as well as your instincts—to adjust to variables like wind direction and speed, elevation and even the rhythm of your own heartbeat in order to be successful. Remember: In the world of snipers, every shot counts, and one errant pull of the trigger can change the course of history.



DAXTER

Publisher: Sony

In Stores: 2nd Quarter 2006



Daxter is one of the first games to offer PSP-to-PS2 interoperability. Using the USB connection, connect Daxter to the PS2 to unlock secret features in Daxter, or to unlock drivers, vehicles and graphics in *Jak X: Combat Racing*. Daxter is a platform game set in the two years between *Jak and Daxter* and *Jak II*, when the title character spent his time searching for

Jak and discovering his own inner hero. Daxter has some unique abilities, such as climbing walls, sneaking and wedging into small spaces. He also has a job as a bug exterminator, complete

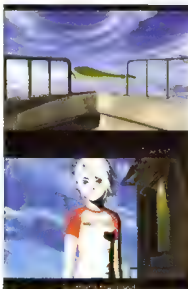
with spray gun and swatter. When Daxter falls asleep, you can enter his dreams and play bonus levels, where you'll see his fantasies in all their ego-centric glory



TRACE MEMORY

Publisher: Nintendo

In Stores: September



A reflective game similar to *Myst*, *Trace Memory* is about unraveling a mystery. Main character Ashley ends up on Blood Edward Island, where her parents abruptly disappeared ten years ago, while covertly conducting memory research for the government. Ashley meets a ghost named D who has lost all his memories, and is also in search of answers in hopes of escaping the limbo he's trapped in. Puzzles test the player's savvy, and the game clues makes creative use of the DS system's unique features, incorporating elements like the touch screen and microphone for a truly interactive adventure.



TY THE TASMANIAN TIGER: NIGHT OF QUINKAN

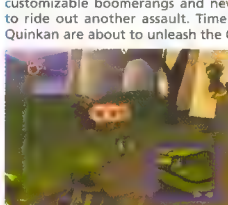
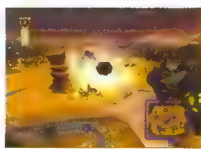
Publisher: Activision

In Stores: September



After saving Dreamtime from the evil Quinkan,

Ty the Tasmanian Tiger inadvertently redirected the malevolent forces of darkness straight toward Earth. He'll have to reassemble the Bush Rescue and use his collection of customizable boomerangs and new vehicles (for land and air) to ride out another assault. Time is of the essence, since the Quinkan are about to unleash the Quinking, and only a magical boomerang can defeat this nemesis. Just like in the previous two titles, the inhabitants of this game world are patterned after the indigenous creatures of the Australian Outback, so they're guaranteed to be extremely weird.



ED, EDD, N EDDY: THE MIS-EDVENTURES

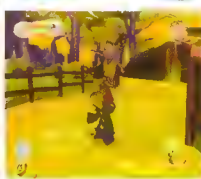
Publisher: Midway

In Stores: October



Ed, Edd, n Eddy: The Mis-Edventures, is all about teamwork, and controlling all three Eds at once is the meat of the gameplay. You can switch out the lead Ed on the fly, and gameplay will change according to that Ed's particular skill. Combining forces also helps the Eds assemble

into wacky formations, like the Trampoline-Ed, Tower-of-Eddy and the Batter-Ed. In addition to more conventional gameplay, you'll also have to run various scams to access restricted parts of the game. Sell snowcones, collect jawbreakers and entertain other characters from the television cartoon, such as Sarah, Jimmy, Plank, Nazz and the Kanker Sisters.





Upcoming Game Release Calendar

Publishers: Please contact us with updates and/or corrections.

SEPTEMBER 2005

187: Ride or Die (Ubisoft) PS2 • XB
 Backyard Football 2006 (Atari) PS2 • GBA
 Battalion Wars (Nintendo) GC
 Burnout Legends (EA) PSP
 Burnout Revenge (EA) PS2 • XB
 Cabela's Outdoor Adventures 06 (Activision) PS2 • XB • GC
 Call of Cthulhu (2K Games) PS2 • XB
 Capcom Classics Collection (Capcom) PS2 • XB
 Cold War (Dreamcatcher) XB
 Commandos Strike Force (Eidos) PS2 • XB
 Crash and Spyro Vol. 1 (Vivendi Universal) GBA
 Crash Tag Team Racing (Vivendi Universal) PS2 • XB • GC • DS
 Dance Dance Revolution Extreme 2 (Konami) PS2
 Danny Phantom: The Ultimate Enemy (THQ) GBA
 Dice (Bandai) PS2
 Disney's Cinderella (Buena Vista) GBA
 DK: King of Swing (Nintendo) GBA
 Evil Dead: Regeneration (THQ) PS2 • XB
 EyeToy: Kinetic (Sony) PS2
 FarCry: Instincts (Ubisoft) XB
 Frantix (Sony Online Ent.) PSP
 Frogger: Ancient Shadow (Konami) PS2 • XB • GC
 Frogger: Helmet Chaos (Konami) DS • PSP
 Front Mission: Online (Square Enix) PS2
 Ghost in the Shell: Stand Alone Complex (Bandai) PSP
 Golden Nugget Casino (Majesco) DS
 GripShift (Sony Online Ent.) PSP
 Gundam Seed: Never Ending Tomorrow (Bandai) PS2
 Indigo Prophecy (Atari) PS2 • XB
 Kingdom Under Fire 2 (Microsoft) XB
 LEGO Bionicle: Maze of Shadows (THQ) GBA
 Lost in Blue (Konami) DS
 Lunar Dragon Song (Ubisoft) DS
 Marc Ecko's Getting Up (Atari) PS2 • XB
 MediEvil Resurrection (Sony) PSP
 Midway Arcade Treasures 3 (Midway) PS2 • XB • GC
 Mortal Kombat: Shaolin Monks (Midway) PS2 • XB
 Namco Museum: Battle Collection (Namco) PSP
 NHL 2006 (EA Sports) PS2 • XB • GC
 NHL 2K6 (2K Games) PS2 • XB
 Ninja Gaiden Black (Tecmo) XB
 One Piece Grand Battle (Bandai) PS2 • GC • GBA
 Power Rangers: Space Force Delta (THQ) GBA
 Radiata Stories (Square Enix) PS2
 Rayman 10th Anniversary Collection (Ubisoft) GBA
 Renegade Paintball (2K Games) XB
 River King: A Wonderful Journey (Natsume) PS2
 RPG Maker 3 (Agetec) PS2
 Scooby-Doo! Unmasked (THQ) PS2 • XB • GBA
 Scurge: Hive (Orbital Media) DS • GBA
 Shadow of the Colossus (Sony) PS2
 S.L.A.I. (Konami) PS2
 Sly 3: Honor Among Thieves (Sony) PS2
 Sniper Elite (Namco) XB • PS2 • PSP
 SOCOM 3: U.S. Navy SEALs (Sony) PS2
 Spartan: Total Warrior (Sega) PS2 • XB • GC
 The Suffering: Ties That Bind (Midway) PS2 • XB
 Tak: The Great Juju Challenge (THQ) PS2 • XB • GC • DS • GBA
 Tecmo Classic Arcade (Tecmo) XB
 Tiger Woods PGA Tour 2006 (EA Sports) PS2 • XB • GC
 Tom Clancy's Rainbow Six: Lockdown (Ubisoft) PS2 • XB
 Top Spin (2K Games) PS2 • XB
 Total Overdose (Eidos) PS2 • XB
 Trace Memory (Nintendo) DS
 Ty The Tasmanian Tiger 3 (Activision) PS2 • XB • GC • GBA
 Ultimate Pocket Games (Telegames) DS
 Ultimate Spider-Man (Activision) PS2 • XB • GC • DS • GBA
 Urban Reign (Namco) PS2
 Wac A Mole (Activision) DS • GBA
 Witch (Buena Vista) GBA
 World Poker Tour 2K6 (2K Games) PS2 • XB • GBA • PSP
 X-Men Legends II: Rise of the Apocalypse (Activision) PS2 • XB • GC • PSP
 Zoo Tycoon (THQ) DS

OCTOBER 2005

25 to Life (Eidos) PS2 • XB
 Aeon Flux (Majesco) PS2 • XB
 Age of Empires (Majesco) DS
 America's Army: Rise of a Soldier (Ubisoft) PS2 • XB
 Armored Core: Formula Front (Agetec) PSP
 Backyard Skateboarding (Atari) GBA
 Blitz: The League (Midway) PS2 • XB
 Bounty Hounds (Namco) PSP
 A Boy and His Blob (Majesco) DS
 Brothers in Arms 2: Earned in Blood (Ubisoft) XB
 Bully (Rockstar) PS2 • XB
 Call of Duty 2: Big Red One (Activision) PS2 • XB • GC
 Castlevania: Dawn of Sorrow (Konami) DS
 The Con (Sony) PSP
 Conflict: Global Terror (2K Games) PS2 • XB
 Cowboy Bebop (Bandai) PS2
 Crime Life: Gang Wars (Konami) PS2 • XB
 Dance Dance Revolution: Mario Mix (Nintendo) GC
 Disney's Chicken Little (Buena Vista) PS2 • XB • GC • GBA
 Driv3r (Atari) GBA
 Dynasty Warriors 5 (Koei) XB
 Ed, Edd and Eddy (Midway) PS2 • XB • GC • GBA
 The Fairly OddParents: Clash with the Anti-World (THQ) GBA
 Fire Emblem: Path of Radiance (Nintendo) GC
 Ford vs. Chevy (2K Games) PS2
 The Godfather: The Game (EA) PS2 • XB • PSP
 Grand Theft Auto: Liberty City Stories (Rockstar) PSP
 Greg Hastings Tournament Paintball MAX'd (Activision) PS2 • XB • GC • PSP
 Gunstar Super Heroes (Sega) GBA
 Half-Life 2 (Vivendi Universal) XB
 Infected (Majesco) PSP
 Jaws (Majesco) PS2 • XB
 L.A. Rush (Midway) PS2 • XB
 Mario Tennis Advance (Nintendo) GBA
 Marvel Nemesis: Rise of the Imperfects (EA) PS2 • XB • GC • DS • PSP
 Metroid Prime: Hunters (Nintendo) DS
 Moonlight Fables (Majesco) DS
 Moto GP4 (Namco) PS2
 NBA 2K6 (2K Games) PS2 • XB
 NBA Live 2006 (EA Sports) PS2 • XB • GC • PSP
 Neopets: The Darkest Faerie (Sony) PS2
 The Nightmare Before Christmas: Oogie's Revenge (Buena Vista) PS2 • XB
 Payout Poker and Casino (Namco) PS2 • XB • PSP
 Pokémon XD: Gale of Darkness (Nintendo) GC
 Ratchet: Deadlocked (Sony) PS2
 Resonance (Xpec) XB
 Romancing Saga (Square Enix) PS2
 Samurai Shodown V (SNK) XB
 Serious Sam II (2K Games) XB
 Shattered Union (2K Games) XB
 Shining Force Neo (Sega) PS2
 Shogun Warrior: Real Time Conflict (Namco) DS
 Soul Calibur III (Namco) PS2
 Stargate SG-1: The Alliance (Namco) PS2 • XB
 Stubbs the Zombie in Rebel Without a Pulse (Aspyr) XB
 Teen Titans (Majesco) GBA
 TimeShift (Atari) XB
 Tony Hawk's American Wasteland (Activision) PS2 • XB • GC • DS • GBA
 Trap (Tecmo) PS2
 Viewtiful Joe DS (Capcom) DS
 Viewtiful Joe: VFX Battle (Capcom) PS2 • PSP
 Virtua Tennis: World Tour (Sega) PSP
 The Warriors (Rockstar) PS2 • XB
 We Love Katamari (Namco) PS2
 West Coast Choppers (2K Games) PS2 • XB
 Wild Arms: Alter Code F (Agetec) PS2
 Winback 2: Project Poseidon (Koei) PS2 • XB
 Without Warning (Capcom) PS2 • XB
 World Championship Poker 2 featuring Howard Lederer (Crave) PS2 • XB
 WWE Smackdown vs. RAW 2006 (THQ) PS2
 Ys: The Ark of Napishtim (Konami) PSP
 Zatch Bell (Bandai) PS2 • GC • GBA

READER MAIL

TIPS & TRICKS 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211

TECH SUPPORT

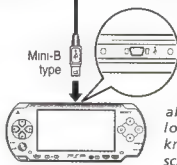
Do you need a memory stick reader on your computer to stream data from your computer to your PSP and vice versa, or can you just hook it to your computer via USB cable? If neither of them work, then what do I use? I ask this because I just got my PSP and I am interested in the video and music capabilities.

—Eric Nichols
Hersey, MI

What, you couldn't be bothered to read the 126-page instruction manual that came with your PSP? It's right there in black and white on page 96: "You can transfer files from a PC to a Memory Stick Duo™ inserted in the PSP™ system using a commercially available USB cable...a USB cable compatible with the Mini-B type connector is required to connect to the system."



You can also use a memory card reader to transfer files to and from your Memory Stick Duo if you don't have your PSP handy.



MOST EXPLOSIVE

Hello *Tips & Tricks*, the best and most explosive magazine ever. Well, here are a few questions:

1) Is *Star Wars: Battlefront II* going to be all "SOCOMy" or is it going to be like the first one?

2) Could you give all of us *Dragon Ball Z* lovers some more info on *Dragon Ball Z: Budokai Tenkaichi*?

—Kevin Lavery
Thornton, CO

From what we've seen of *Star Wars: Battlefront II*, it plays almost identically to the original. The gameplay remains similar, but the battles are even more epic and massive than those in the previous game. For example, we saw a space battle that resembled the conflict above Endor in *Return of the Jedi*, complete with Super Star Destroyers and Mon Calamari battleships. In the hangar bay of a Star Destroyer, we witnessed a TIE fighter pilot hop into a TIE bomber, take off into space and drop some serious



bombs on a nearby Rebel cruiser. The TIE pilot then landed his bomber inside the Rebel ship's hangar bay, hopped out of his craft and proceeded to hijack an X-Wing, which he used to blast other Rebel ships nearby! Several playable Jedi have been added to the roster; we got to check out a level where you played as a Stormtrooper in the boarding party that led the raid on the ship Tantive IV at the beginning of *Star Wars: A New Hope*. After accomplishing several tasks early on, the player was given an option to play as Darth Vader and whoop up on some Rebels using the power of the Dark Side.

2) Since we first previewed *Dragon Ball Z: Budokai Tenkaichi* in our July issue, Atari hasn't revealed too much information about the game. So we decided to look into the Japanese version, known as *Dragon Ball Z: Sparking!*, scheduled to be released in Japan in mid-October. So far, only a handful of the game's 60+ characters have been revealed: Goku, Gohan, Piccolo, Freiza, Cell, Vegeta, Vegito, Baby Vegeta, Majin Buu, the Ginyu Force, Zarbon, Bojack, Janemba, Super Android 17, Chiaotzu and Dodoria. *Budokai Tenkaichi* has huge free-roaming environments, setting the stage for epic one-on-one battles that span across land, sea and air. Since the arenas are so massive, the game will show each character in split-screen mode whenever they are far away from each other, then switch to a normal view when they come close together. Practically everything in the environment can be destroyed; thus, a fierce, intense



If you send us a letter,
Earl will deliver it to us.



battle can leave the entire area decimated. The game is scheduled for a U.S. release sometime in November, and it's looking great.

BRINGING IT OUT

Since you are a magazine distributed throughout the country, I would like to say that I live in Alaska. We DO NOT live in igloos. We live in normal houses like normal people.

Now that I brought that out, I have a few questions:

1) Do you at *Tips & Tricks* ever fight over if Nintendo is better than Sony, and vice versa?

2) About how many different games are there worldwide?

3) When is *The Legend of Zelda: Twilight Princess* coming out?

4) What one word describes your magazine?

Thanks for reading my letter. By the way, your magazine isn't cool, it's AWESOME!

—Russell Steele
Kenai, AK

1) No way; we never recovered from the great "NES vs. Master System" melee.

2) It's impossible to count, but we're guessing that the total number of video games released worldwide could be as high as 40,000...maybe even 50,000.

3) It's supposed to ship in November.

4) "Callipygian."

TOKEN OF THE MONTH



Timothy Weise of Anchorage, Alaska was visiting relatives in Spokane, Washington when he obtained this token from Wonderland Golf & Games in Spokane. Thanks, Timothy!

Arcade players and operators: Send us a token from your favorite arcade. If we choose it as our "Token of the Month," we'll print your name right here. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month
Tips & Tricks Magazine
8484 Wilshire Blvd., Suite 900
Beverly Hills, CA 90211



www.orbitalmedia.com/juka

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GAME BOY ADVANCE SP

Gaming Gear

hardware peripherals accessories



Available in September, the second wave of Philips' Game Elements Freak Series controllers includes two PS2 models: the Samurai and the Ninja. These DualShock-compatible units will retail for \$24.99. The eye-catching Xbox-exclusive Dragon controller offers all the features of the standard S-type Xbox controller, and will also be available in September for \$29.99.



If you have multiple systems connected to one TV, you know it's a pain to constantly hook up and unhook A/V cables. Philips solves this problem with the Illuma Connex Cable Series for multiple consoles. With one set of left and right audio outputs, one composite video output and one s-video output, the Illuma Connex Cable can be hooked up to your Xbox, PlayStation/PS2 and GameCube/Nintendo 64/Super NES all at once without ever having to switch out your cables. The system input illuminates with a soft blue glow, displaying which system is active at any given time. Available now for \$14.99.



Logitech's Playgear Pocket is form-fitted to hold your PSP and allows you to play games or charge the unit while it's still in the shell. In addition to protecting the PSP screen and acting as a sun visor, the front lid pops open and folds back so you can use it as a stand if you want to watch movies or listen to music. The inside of the case is rubberized, which keeps your PSP stable even on bumpy road trips or flights. The Playgear Pocket retails for \$19.99 and is available in stores now.

Hip Gear's PSP Stereo Station+ is an all-in-one adjustable docking station, battery charger and stereo amplifier with built-in speakers. The neodymium speakers in the base produce full stereo sound, with clearly audible highs and bass, and the buttons mounted on the front of the unit provide easy access to shuffling movie scenes and music. While plugged in (the unit runs off of the standard PSP AC adapter), the Stereo Station+ also charges your PSP's internal battery, and it even has an additional compartment to charge a spare battery if you have one.

The unit also folds flat and stores easily when not in use. Pick one up for \$59.99 at your local Best Buy, Target or GameStop.



Nyko's PSP Charger Case is an excellent addition for anyone who travels with their PSP. Drawing power from a built-in battery inside the case, the Charger Case extends the battery life of your PSP by five hours. When plugged into the Case, the PSP drains the Case battery first; when charging, the Case charges the PSP first and the Case battery second. Made of anodized aluminum and lined with form-fitting neoprene, the case is extremely sturdy and keeps your PSP from taking damage while bouncing around in your bag or backpack. MSRP: \$69.99.

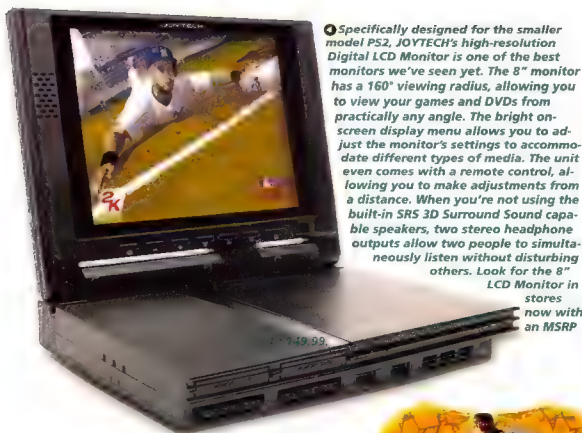


Just in time for football season, the NFL Control Pad Pro by Mad Catz is the ultimate controller for any NFL fan. It's officially licensed by the NFL and each controller is decked out with the logo, a miniature helmet and the colors of your favorite team. The NFL Control Pad Pro features dual vibration motors, twin precision analog sticks, analog buttons and comfortable rubberized gel grips.

Also available for Xbox, the NFL Control Pad Pro is now in stores and retails for \$29.99.

Constructed out of polycarbonate plastic and extremely lightweight (1.7 ounces), Logitech's PlayGear Mod headphones are perfect for your PSP. The sound quality is top notch, with loud, rumbling bass and clear highs. The PlayGear Mod includes removable comfort rings that hold the headphones in place behind your ears, and the sleek black band stretches to accommodate different sizes. An extra pair of comfort rings and mesh covers for the speakers are included. MSRP: \$29.99.





Specifically designed for the smaller model PS2, JOYTECH's high-resolution Digital LCD Monitor is one of the best monitors we've seen yet. The 8" monitor has a 160° viewing radius, allowing you to view your games and DVDs from practically any angle. The bright on-screen display menu allows you to adjust the monitor's settings to accommodate different types of media. The unit even comes with a remote control, allowing you to make adjustments from a distance. When you're not using the built-in SRS 3D Surround Sound capable speakers, two stereo headphone outputs allow two people to simultaneously listen without disturbing others. Look for the 8" LCD Monitor in stores now with an MSRP

of \$149.99.

To coincide with the simultaneous movie and console game release, Mad Catz releases the Fantastic Four controller series this summer. Several different controllers round out the lineup: Mr. Fantastic, the Invisible Woman, the Thing, the Human Torch, and the infamous Dr. Doom, and each controller has its own specific graphics and color scheme. Similar in design and functionality to the Batman Begins controllers, the Fantastic Four controllers are officially licensed by Marvel and 20th Century Fox and are available now for \$19.99 for both PS2 and Xbox.

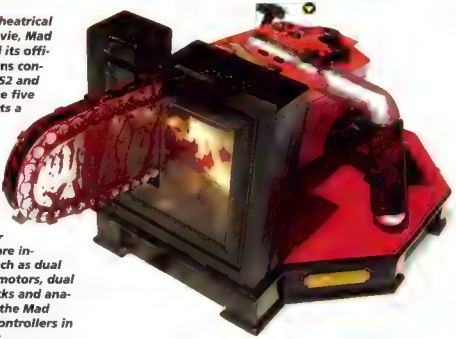


Following the theatrical release of the movie, Mad Catz has released its official Batman Begins controller line for PS2 and Xbox. Each of the five controllers depicts a different graphic of Batman and different scenery. All of the standard PS2 and Xbox controller features are included, such as dual vibrating motors, dual analog sticks and analog buttons. Look for the Mad Catz Batman Begins controllers in stores now for \$19.99.



Utilizing Bluetooth wireless technology for maximum signal strength, the XB-Comm Wireless Controller from Hip Gear features dual vibration motors, rubberized analog sticks and grips and turbo functions for your Xbox. The headset, which plugs directly into the bottom of the controller (thus freeing up your memory card slots), is adjustable for either your right or left ear and the microphone can be turned on or off with the press of a button. The XB-Comm boasts up to 50 hours of play time without having to change the batteries. Coming in December for \$59.99.

NubyTech's Resident Evil 4 Chainsaw Controller for the GameCube was one of the coolest controllers we've ever seen...and with the PS2 version of RE4 launching this fall, NubyTech has redesigned the controller and given it a facelift with more blood splatters to make it even more realistic and creepy. The chainsaw handle houses the analog control pad and buttons. The ripcord is also functional and acts as the START button; pull the cord to listen to the chainsaw "buzz" and start the game. A unique Resident Evil bookcase-style display stand is also included to keep your controller in pristine gory condition when you're done playing. Pick one up in October for \$59.99.





ONLINE GAMER

by Pat Reynolds

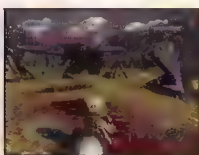
Vol. 13

Get Connected to the World of Online Console Gaming

Conker™ LIVE & RELOADED

MULTIPLAYER STRATEGY

The Xbox Live portion of *Conker: Live & Reloaded* is a team-based, class-based, mission-oriented series of maps that continues the fierce battle between the evil Tediz and the Squirrel High Command. Each of the six different playable classes offers unique abilities and weapons to the team, and knowing how to play your role alongside your brothers-in-arms is the most important key to success here. Every class comes equipped with a unique main weapon, a selection of secondary weapons (generally grenades) and some special use utilities. Be on the lookout for the yellow Upgrade pickups. Grab one, and you'll instantly gain new weapons, abilities or utilities. Master all of the abilities of each class and you'll be a powerful force in multiplayer online matches. This guide will show you the pros and cons of each class and give you the tactics you need to survive the battle!



GRUNT

Main Weapon	Sturm21
Secondary Weapons	Frag Grenade, Stun Grenade
Upgrade Weapons	Hogster, Magnova Grenade
Special Ability	Self-Heal
Upgrade Special Ability	N/A
Utilities	Medgun, Spray Can
Mobile Units	Toad MkII, R-Hog (Upgrade)

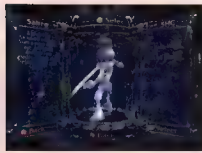
The grunt is the basic frontline battle class. As a grunt, your job is to provide cover for your teammates, take the brunt of the enemy attack and hold the line if opposing forces break into your base. The Sturm21 machine pistol is highly versatile. You can tap L to switch between burst and full auto-fire modes, or to select anti-vehicle rounds. You'll also start the round equipped with both frag and stun grenades, and can grab upgrades to equip the powerful Hogster grenade launcher. This mighty weapon can be set to fire time-delayed grenades, explode on contact or remotely detonate. Grunts can also drive and man the rear-mounted machine gun of the Toad MkII combat vehicle, a versatile all-terrain truck that's fast enough to deliver you and a buddy quickly to the front lines of the battle, or deep behind enemy lines for a sabotage attack. In the heat of combat, Grunts can self-heal to regain some health, and they carry Medguns to restore the health of nearby teammates as well.



THERMOPHILE

Main Weapon	Sinurator
Secondary Weapons	Gas Grenade, Napalm Grenade
Upgrade Weapons	Fauster, Frag Grenade
Special Ability	Self-Heal
Upgrade Special Ability	N/A
Utilities	Medgun, Spray Can
Mobile Unit	Dragon MkI

The Thermophile totes the Sinurator flamethrower as his weapon of choice. While you probably won't want more than one Thermophile on your team, their ability to lay down a literal field of fire, damaging groups of opponents with jets of flame and ground-covering napalm, is a nice benefit. If enemy vehicles are giving you problems, switch the Sinurator over to acid mode to eat through the armor and kill mobile units fast. The Fauster is a powerful laser tailor-made for taking out heavily armored targets. Use it sparingly, though—it slows movement down and is prone to overheating. In addition, the Thermophile carries a Medgun and can pump health back into his wounded teammates, giving him double duty as a medic. Like the Grunt, the Thermophile can heal himself during combat as well as others. The Dragon MkI is the same vehicle as the Grunt's Toad MkII, except with a rear-mounted flamethrower attachment in place of the Toad's machine gun.



SNEAKER

Main Weapon	Sabre
Secondary Weapons	Magnova Grenade, Stun Grenade
Upgrade Weapons	Dagger, Gas Grenade
Special Abilities	Cloak, Feign Death
Upgrade Special Ability	Disguise
Utilities	Hacking Device, Snoopa, Spray Can
Mobile Unit	R-Hog

The Sneaker is a tricky class, but one of the most fun to master. It involves a combination of stealth and melee combat along with some fun and interesting secondary abilities. It's important to keep in mind that the Sneaker is not a heavy-duty combat unit—let the Grunts and Demolishers play that role. The job of the Sneaker is to infiltrate enemy strongholds, bypass defenses and sabotage the opponents' ability to fight. To keep yourself out of trouble, the Sneaker can temporarily disappear with the Cloak ability, and can use Feign Death to drop to the ground, fooling opponents into believing they've killed you. Use the Hacking Device to take control of enemy terminals and unlock secured doors. The Snoopa is a remote-controlled camera that can be used to scout enemy territory—hit R to detonate it when you're finished and cause some damage. Sneakers come equipped with a dual-purpose Sabre. In attack mode, you can hack and slash at opponents. Defense mode uses the blade to deflect attacks, reducing the damage taken. Defense mode also lets you charge the blade with electricity, releasing it in a burst that stuns nearby enemies but also leaves the Sneaker staggering for a few seconds. Upgrade to the Dagger to gain a stealth kill as well as a throwing knife mode for a bit of ranged ability. Finally, a Sneaker in a hurry can call upon the R-Hog quad bike to quickly zip past enemy lines.



DEMOLISHER

Main Weapon	Bazooka
Secondary Weapons	Napalm Grenade, Smoke Grenade
Upgrade Weapons	Strayfur, Frag Grenade, Guided Rockets
Special Abilities	Berserk
Upgrade Special Ability	N/A
Utilities	Arc Weld, Spray Can
Mobile Unit	Tankus

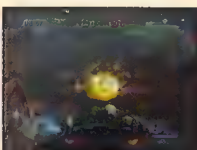
The Demolisher is a walking tank. Although it's the slowest class in the game, the sheer firepower brought to the field by this class is incredibly powerful. The standard Bazooka fires enemy-clearing rockets, and can also be converted into anti-air mode for taking down those pesky Sky Jockeys in their flying machines. The Demolisher also sports Napalm and Smoke grenades to generate mass chaos and confusion among the enemy forces. Use Berserk to speed up the Demolisher and give him the ability to perform a ground pound attack, stunning and damaging nearby enemies. His Arc Weld can be employed to repair mobile units, terminals and turrets. And if the fact that he's a walking tank isn't enough power for you, the Demolisher can call upon the heavy firepower of the Tankus to blast through enemy vehicles and obstacles.



LONG RANGER

Main Weapon	Widowmaker
Secondary Weapons	Magnova Grenade, Stun Grenade
Upgrade Weapons	Krotch 45s, Frag Grenade, Improved Zoom
Special Abilities	Infravision
Upgrade Special Ability	Self-Heal
Utilities	Medgun, Spray Can
Vehicle	R-Hog

A dedicated sniper class, the Long Ranger doesn't even have a secondary weapon until you grab an upgrade and get the twin handguns. Unless you're upgraded, don't even try getting into close combat situations. The Widowmaker rifle is highly accurate at long range but worthless in close skirmishes. Infravision shows the Long Ranger what others can't see: enemy positions behind walls and around corners. Find a nice, secluded hiding spot with a good view on areas of heavy traffic and settle in—crouch or lie prone to steady your aim and improve accuracy. Long Rangers can also pull double duty as medics, and they can heal themselves after upgrading. Use the R-Hog bike to quickly get into a good sniping position.



SKY JOCKEY

Main Weapon	DP 500
Secondary Weapons	Magnova Grenade
Upgrade Weapons	N/A
Special Abilities	N/A
Upgrade Special Ability	Infravision
Utilities	Arc Weld, Spray Can
Mobile Unit	Steed, Mule 52

Master of the skies, this class is the only one with the know-how needed to pilot either of the air units in the game. Although capable on foot with the DP 500 machine pistol and its single shot/burst shot modes, the Sky Jockey isn't meant for terra firma—get him to a mobile unit terminal quickly and you'll be able to take to the air in either the combat-focused Steed or the transport/bomber Mule. Air support is the job; listen to your teammates and fly them to where they need to be, or drop in for a quick extraction if things aren't going well. With the Steed, support your mates on the ground by targeting and eliminating enemy vehicles and turrets.

GRENADE CHART

Here's a chart that shows what types of grenades are available to which classes, and whether they're default (equipped at the beginning of the round) or upgrades (only available after collecting an Upgrade pickup).

	Grunt	Thermophile	Sneaker	Demolisher	Long Ranger	Sky Jockey
Frag	Default	Upgrade	N/A	Upgrade	Upgrade	N/A
Magnova	Default	Upgrade	N/A	Upgrade	Upgrade	N/A
Gas	N/A	Default	Upgrade	N/A	N/A	N/A
Stun	Default	N/A	Default	N/A	Default	Default
Smoke	N/A	N/A	N/A	Default	N/A	N/A
Napalm	N/A	Default	N/A	Default	N/A	N/A

SPECIAL ORDNANCE CHART

Special Ordnance Terminals are located in some of the maps; they give players the ability to place automated defenses (Earthguard and Skyguard), land mines and teleportation gateways. This chart lists which classes have access to each piece of special ordnance. The numbers in parentheses denote the number of placements available to each class. Keep in mind that while lugging ordnance around, you'll be moving very slowly and exposed to attack—bring along a friend or two to watch your back until you've got your ordnance where it needs to be.

	Grunt	Thermophile	Sneaker	Demolisher	Long Ranger	Sky Jockey
Earthguard Target	Default (1) Upgrade (2)	Default (2) Upgrade (3)	N/A	Upgrade (2)	Default (1)	N/A
Skyguard Target	Default	N/A	N/A	N/A	Default	Default
Mines	N/A	Default	N/A	Default	Upgrade	N/A
Gateway	N/A	N/A	Default	N/A	N/A	N/A

Mobile
Games
and
Cellular
Entertainment

gaming 2go

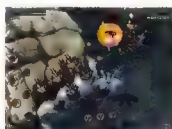
by Andy Eddy

So you've got a few minutes to kill, but you're nowhere near a console or handheld game system. If you've got a wireless phone, you might have a way out of that predicament....

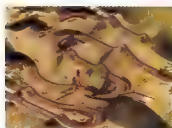
Vol. 12

GIZMONDO SOFTWARE OVERVIEW

Last month, *Gaming 2 Go* gave new details on the launch of the new Gizmondo handheld device in North America. Now we have our hands on some seven of the first software releases, so we can tell you how it plays. Here's a look at those titles:

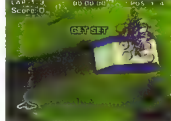


Putting "classics" in the title of a game usually brings images of well-known games you played in the arcade or popular games on home consoles, but in the case of *Fathammer Classics*, it's just three good, simple games: the overhead shooter *Angelfish*; a 3-D car race-and-jump title, *Stuntcar Extreme*; and a clean "drop the blocks" puzzler called *Super Drop Mania*. All three games look nice and play well, likely thanks to Fathammer's experience and technology creating its own 3-D game engine. Best of all, you get a package of three varied gameplay experiences, so there's plenty of variety to keep you interested.



Gizmondo Motocross 2005 is a motorcycle racer. The controls are quite touchy, so a little too much time on the D-pad can have you careening off the course (where you'll suddenly disappear and "reset" on the course again, a disconcerting thing to have happen).

I was confused by the game's physics, because sometimes lining up a jump will put you off the course—and in time it felt like you were in an MC Escher-designed race course or something equally bizarre. Of the seven titles, this one's in the lower half.



I had fun with *Hockey Rage 2005*, but it was short-lived: The voice clips and music can become repetitive, and the gameplay—while designed to be simple to control—was flaky. In my first try, I destroyed the computer opponent with lots of goals (including a few launched from the other end of the rink), and I'm not even a big sports-game enthusiast. The game is well animated, but there were some notable glitches.



Pocket Ping Pong 2005 promises entertainment in the form of beach-bound bunnies wearing skimpy suits, but the weak gameplay and limited selection of voice clips might drive you away. The main problem is that it's designed as a first-person game, which makes it difficult to line up and return shots well. I'd much rather the designers had gone for a perspective that many tennis video games have taken—an overhead view that shows the path of the ball and where your paddle needs to be to make a play.

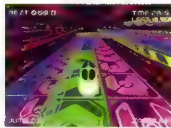
Conversely, the innovative *Sticky Balls* is at the top of this list. Colored balls drop into an enclosed playfield, and you have to strike them with a cue stick, similar to billiards. Pushing balls of the same color into each other will cause them to stick together, and when all like-colored balls are clustered, they disappear from the playfield. The physics are especially good, as you try to find angles for shots and strategize how to get others out of your way—which is that much harder

when a group of spheres are stuck together and wobble around when struck. Two gameplay modes will keep you occupied for quite a while, and it's all accompanied by goofy music and sound effects for added enjoyment.

I also had a great time with *Toy Golf*, a miniature golf title that sports great physics and a challenging course of holes. Actually, it's considered three courses of three holes each, and when you complete each of the three holes

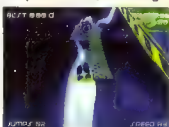


in par or better, you unlock the next trio. While it's really a blast to find out how hard you need to hit the ball and your best strategy for each link, the disappointment comes when you complete all nine holes and there's nothing more to do—except maybe challenge up to three others in a "hot seat" configuration (passing one unit around for each turn).



Racing fans will enjoy *Trailblazer*, in which you zoom through an ultra-modern environment in a gigantic turbo-charged wheel. Each of the 45 courses—broken up into three difficulty levels—requires you to find the fastest path to the finish, hitting turbo pads for speed blasts; avoiding

or jumping over slowdown pads and obstacles; and not dropping off the edges or through holes in the track. I doubt that many *Tips & Tricks* readers will remember the 8-bit computer game of the same name that this title is clearly patterned after, so I'll just say that it's reminiscent of *F-Zero* and *WipeOut*.



While this is a good start, it's hardly a game catalog that'll draw in a mainstream audience. It'll be interesting to see if Gizmondo gets more attention when the bigger publishers start contributing: Commitments to develop for the device have come from Buena Vista Games, which will do a Gizmondo-compatible version of *Tron 2.0*; Electronic Arts, which announced plans for *FIFA Soccer 2005* and *SSX*; SCI Entertainment, which recently bought *Tomb Raider* publisher Eidos and has confirmed to do takes on the *Conflict* and *Carmageddon* franchises; and Ubisoft, which will make a *Rayman* game as well as at least three more "blockbuster" games yet to be named.

LEMMINGS TAKE A NEW STROLL



After introducing a sequel to the classic Lemmings, SNK is ready to introduce the "M" stands for mobile. The game features many of the familiar KoF combatants you've seen in previous releases, and it offers three different gameplay modes for maximum variety: Story, Survival and Versus. *KoF2* is targeted for a fall release.

NEO•GEO (IN YOUR) POCKET



The other release is *Metal Slug Mobile Impact*, a sequel shooter that offers 11 levels of fast-paced combat as well as a selection of vehicles you can access to get across the diverse environments. The game will also introduce you to two new characters. The battles are large with some adversaries filling the screen as they zoom through. *MSMI* is also due in the fall.



Finally, I-play has also purchased U.K.-based developer Ditto Studios. The acquisition will bring Ditto's product catalog to the growing publisher, including the space-based, third-person shooter *Major Carnage*. The new title, which should be available by the time you read this, offers up an action-packed adventure set in the not-so-distant future. With the Earth Federation being challenged by the Wolfmari Hordes, Major Carnage—the main character, not just the game's name—is called upon to shoo away the attackers. The title features six levels of 3-D gameplay, with large graphics, a goofy style and what I-play says will be "sophisticated AI in enemy characters, particularly level-end bosses."

CAPCOM'S SURPRISING N-GAGE DEBUT



Nokia has tapped Capcom to create a compelling turn-based strategy game for N-Gage called *Catan*, based on the German board game *Die Siedler von Catan* (*Settlers of Catan*). The title, slated for August release, involves taking control of the island of Catan. Of course, you're not alone, and as you build your holdings (via resources, which is converted into roads and buildings), you'll be competing for points that certain accomplishments offer. Build the longest road and you get two points. Build a new structure or upgrade an existing one, and get a point. The first one to ten points wins the game.



Catan is an easy game to play, but its intricacies keep you coming back for more. The fact that the game is based on dice rolls lends a randomness to it that can change the complexion of a game quickly. Each hex on the board has a number, and rolling that number on the dice earns anyone with roads bordering that hex with resources that can be used for construction. There are also cards that provide varied benefits—such as enabling a new road section to be created without the necessary resources in your stores—as well as a "robber" who can be moved around by the players (if a 7 is rolled) to take resources from others.

The graphics are not overwhelming and don't slow down the hardware, so the game moves along swiftly, but the cartoony style makes the game fun for all ages. Additionally, a tutorial mode at the start gives the basics of *Catan* so you'll be off in just a few minutes without needing to pore over an instruction manual.



Gameplay modes include Free Play (a standard single-player game against three computer AI players) and a Quest Mode (with the objective to meet certain goals during the game). The AI players offer nice competition—each has a varying level of aggression and skill. The multiplayer component enables up to four players to compete against each other via local Bluetooth or worldwide via N-Gage Arena. The Arena will also enable you to post your best scores to the leaderboards.



MOBILE GAMING NEWS

• InfoSpace Rewards Its Subs—InfoSpace

is taking after the airlines by offering a Frequent Player Points rewards program that will offer subscribers access to its For Prizes Network tournament games. Included are prize games on *Boulder Dash*, *Hold 'Em Poker*, *Solitaire* and *Tetris*, with points being earned for gameplay that can later be turned into raffle tickets toward drawings. Winning players can take home such items as PSP systems, iPod music players and digital cameras. The mobile company also opened a Tell-a-Friend reward program that gives referral points to subscribers who draw others to get into the fun. Those with the highest point count at the end of each month will win the prizes, with leaderboard being tracked at www.atlasmobile.com/en/tellafriend.html.

• Oh, Say Can You See...?—Massachusetts-based Kopin Corp. has announced the use of its CyberDisplay 180K "microdisplay" into Scalar Corp.'s Teleglass device.

The Teleglass unit attaches to any eyeglasses and projects an image that appears to the wearer as a 28-inch high-resolution screen about seven feet away. The device—which weighs only five grams and has a price tag of about \$500—connects to a mobile device, portable DVD player or digital camera, and displays the output to the viewer privately. The CyberDisplay 180K offers an 800x225 resolution image from a 0.24-inch-diagonal display.



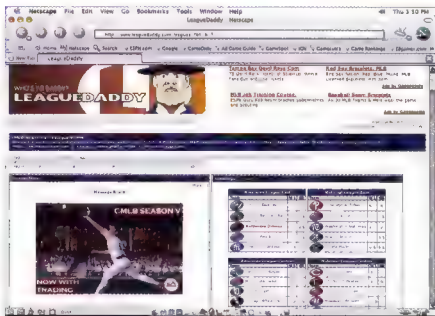
Greetings, sports fans, and welcome to the **Tips & Tricks** sports section. In this monthly column, we'll be bringing you all of the freshest dirt on your favorite sports video games. We'll also show you the newest sports-related game goodies and comment on the latest happenings from right here behind the...

TIPS & TRICKS SPORTS DESK

by
Josh Engel

Vol.
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LEAGUEDADDY: Online Sports Leagues



If you take sports games seriously, then you're probably a very competitive person. And if that's the case, you probably get tired of whooping your CPU opponents on a regular basis. Or maybe you're even bored with laying the smack down on your human buddies, who come over on a weekly basis to act as your *Madden* whipping boy (or girl). You may still love playing games like *MVP Baseball 2005* and *NHL 2005*, but the lack of competition results in your sports games collecting dust a couple months after they're released.

Thankfully, if you've got an Internet connection, there is a way to spice things up a bit. Online gaming has exploded over the past couple years, and sports games are among the major beneficiaries. You are no longer limited to just your local buddies or the CPU; now you can strut your stuff against players from all over the world. But even playing against random strangers can get old after a while.

If this describes your sports gaming experience, maybe you're ready for the ever-growing world of online sports leagues. Whether it's football, baseball, basketball or hockey, there are plenty of people just like you



who are ready to step up to the next level of competition.

Of course, running an online league can be very complicated. You've got to draft teams, make up schedules, record stats and update standings—a daunting task, to say the least, when you consider you're doing all of this for upwards of 30 teams.

And that's where LeagueDaddy comes in. This Web-based application acts as a hub for your league, allowing you to enter stats, standings and even post game recaps like you see in your local newspaper. In other words, it's the ultimate resource for online sports junkies. We recently had the chance to talk to Glenn Carr, the creator and owner of LeagueDaddy.com.

Tips & Tricks: Where did the idea for LeagueDaddy come from?

Glenn Carr: Some local buddies and I have played in PS2 *Madden* leagues since *Madden 2001*, before online play over the 'net was available (since consoles). We just used a standard 32-team franchise on a PS2, and we would get together and play the games both against each other and the CPU.

One of the problems was that we didn't have a way to check standings, scores, etc., except by going to the console and firing up the game. Not having any kind of central Web access to the league was one of the biggest problems.

I threw together a bare-bones Web site to let guys submit their game scores. It used a small database to track scores and display the league standings. Over time, I gradually added more to the site—a recap area for each game (which was usually used to talk trash before and after games), an area to store team passing and rushing stats, a playoff bracket, etc.

The second impetus was a result of EA coming out with online play with *Madden 2003*. I joined an online league that originated from a group of ballers at MaddenMania (www.maddenmania.com). It was run by a good guy, "Poo-Diddy." As we played our games, we reported the scores and basic team stats to Poo, the league commissioner. He had the job of adding up all the stats from week to week and updating the league standings. Standings and stat rankings were seldom current, simply because it was big job for the commish to keep them updated and then also publish them on the message board or Web site.

I was also in another league that agreed to track not only standings, but also team stats and player stats. As we played our games, we posted the results on a league message board. We were responsible for keeping cumulative stats for our own team's players, and almost cracked. I hated having to add up my team's player stats. I eventually came up with a spreadsheet for my team that let me enter the player stats for each game and automatically add up each player's stats for the season. But then there was the problem of other owners not doing their own team's stats, so the league stats were still not current and incomplete. I knew someone surely had a better system that we could use.



There were several fantasy tracking systems out there that used real player stats, but those wouldn't work for online leagues. There were a couple of applications I found that took stat files from PC games, but we all played on PS2 consoles, and didn't have a way to export or save the stats. Nothing was really offered to handle what I wanted.

Finally, there was one guy to whom I've got to give a ton of credit. Rob Powers of "Power Madden League" got word of LeagueDaddy during its initial stages and would not leave me alone. He bugged me almost every day during that first eight months. He really helped drive a lot of the early features, and his beta testing of the site was invaluable.

T&T: How long did it take you to go from conceiving the idea to launching it?

G.C.: About eight months. It was in the winter of 2002 that I first mentioned the idea to a couple of buddies.

T&T: What sets LeagueDaddy apart from other stat-tracking sites?

G.C.: I think the key has always been customizability. LeagueDaddy was built from the beginning to handle basically any sport with games, teams and players. There are or have been leagues for the most common sports like football, basketball and baseball, but also for golf, racing, boxing, rugby, soccer, etc.

A league can have any number of conferences, divisions and teams. And most importantly, team and player stats that a league collects can be customized. A league can track all of the normal stats for a particular sport, plus they can add other stats such as "User Picks" or "Hitstick Fumbles" that may be specific to a video game.

Something else that I've not seen elsewhere is the ability to use the live content of the LeagueDaddy site on a separate league-operated Web site. Many leagues will have their own site where they post news, standings, etc. We have a method of allowing different aspects of each league—standings, scores, game recaps—to be displayed seamlessly on their sites. As game scores are entered by league members on LeagueDaddy, everything can also be updated live on the external sites.

T&T: How big is your staff?

G.C.: I'm a one-man shop, mostly. My wife helps from time to time with bookkeeping, etc., but I've done all the development work. I had a couple of friends show some interest, but they haven't had enough time to spend any significant time on it.

T&T: How much time do you spend working on LeagueDaddy on a daily basis?

G.C.: It varies from day to day, but probably 25-30 hours a week is typical.

T&T: Do you get any support/help from publishers like EA?

G.C.: No, they've not shown any interest as far as I know. I did get an unexpected plug from the Prima guides for Madden 2005 in their discussion about online leagues.

T&T: How does someone become a member/play in a league?

G.C.: Normally league owners and members come together through one of the major message boards that discuss the particular game they are playing online. There are also forums on LeagueDaddy for people to express interest in being in a league, and for league commissioners to post openings in their league. But, it's really just about making contact with a league commissioner, and then it's up to the league owner.

T&T: If someone wants to create their own league, can they? How?

G.C.: Sure. All they have to do is subscribe for a league at leagueaddy.com/subscribe. They receive an e-mail that guides them through the process of creating their league.

T&T: How much does it cost?

G.C.: It's \$12.95 a month, \$29.95 for three months, \$54.95 for six months or \$99.95 for a year. A league can be renewed as long as necessary at those same rates.

T&T: How many leagues/members are on LeagueDaddy?

G.C.: Right now we've got almost 300 active leagues and over 15,000 active league members.

T&T: What are you working on right now?

G.C.: I'm currently working on adding polls, to allow leagues to run polls much like the various message boards support. I've had several requests for this, and it will be a new option for leagues. When I'm working on a fairly large feature, I'll often take a break and implement a smaller feature or bug fix when the change doesn't take long.

T&T: What are your plans for the future?

G.C.: In a nutshell, keep making it better. There are several enhancements I'd like to make and I try to respond to feature requests if they make sense for the site and there is significant demand.

T&T: Where do you see LeagueDaddy in a year?

G.C.: I don't have any definite plans for it other than to keep making it better and better. Honestly, I've always viewed it as an "experiment" that somehow just took off. One aspect of the site which I thought would attract more attention than it has is the fact it can also be used for real-life leagues—softball, youth sports, etc. In other words, the site isn't just for video-game leagues. I've been in contact in the past with some minor league hockey reps, but not much has come of it.

T&T: Why do you think sports games are so popular online?

G.C.: There's something about human competition that a computer chip simply can't duplicate. There's a rush/buzz that you get from competing against a real person that simply isn't there. If you are just playing the computer, I think that will always be the case. Add league play to that with 10-100 other real people, and you've got a package deal that is addictive.

T&T: What do you see for the future of online sports games?

G.C.: Huge. Especially with the next-gen consoles that are due out at the end of the year. As the realism increases every year, so will the attraction.



NCAA FOOTBALL 06

Pennant Collection Codes

Select "My NCAA" from the main menu, then choose "Pennant Collection." Press SELECT to bring up the

keyboard interface and enter any of the following codes to unlock the corresponding pennant:

Sic Em—#16 Baylor
Oskee Wow—#63 Illinois
Fight—#160 Texas Tech
Undefeated—#199 1st & 5
Thanks—#200 1st & 15
For—#201 Blink
Registering—#202 Boing
Drills—#203 Brakes
With Ea—#204 Butter Fingers
Tiburon—#205 Crossed the Line
Ea Sports—#206 Cuffed
Touchdown—#207 Extra Credit
In The Zone—#208 Helium
Turnover—#209 Hurricane
Impact—#210 Instant Preplay
Heisman—#211 Jumbalaya
Game Time—#212 Molasses
Break Free—#213 Nike Free
Hand Picked—#214 Nike Magnigrip
No Sweat—#215 Nike Pro
Light Speed—#216 Nike Speed TD

Champs—#217 Pitch It
Going Down—#218 Protection
Elite 11—#219 QB Dude
Quicksand—#220 QB Rocket
Gridiron—#221 Steel Toe
Ncaa—#222 Stiffed
Upset—#223 Super Dive
Football—#224 Take Your Time
06—#225 Thread & Needle
Offense—#226 Tough As Nails
Defense—#227 Trip
Blitz—#228 What A Hit
Sideline—#229 Kicker Hex
Fumble—#273 2004 All-Americans
Roll Tide—#274 All-Alabama
Woopigsoolie—#276 All-Arkansas
War Eagle—#277 All-Auburn
Death Valley—#278 All-Clemson
Glory—#279 All-Colorado
Great To Be—#280 All-Florida
Uprising—#281 All-FSU
Hunker Down—#282 All-Georgia
On Iowa—#283 All-Iowa
Victory—#284 All-Kansas State
Geaux Tigers—#285 All-LSU
Raising Cane—#286 All-Miami
Go Blue—#287 All-Michigan
Hall State—#288 All-Mississippi State
Go Big Red—#289 All-Nebraska
Rah Rah—#290 All-North Carolina
Golden Domer—#291 All-Notre Dame
Killer Nuts—#292 All-Ohio State
Boomer—#293 All-Oklahoma

Go Pokes—#294
All-Oklahoma
State
Quack Attack—
#295 All-Oregon
We Are—#296 All-Penn State
Lets Go Pitt—#297 All-Pittsburgh
Boiler Up—#298 All-Purdue
Orange Crush—#299 All-Syracuse
Big Orange—#300 All-Tennessee
Hook Em—#301 All-Texas
Gig Em—#302 All-Texas A&M
Mighty—#303 All-UCLA
Fight On—#304 All-USC
Wahoos—#305 All-Virginia
Tech Triumph—#306 All-Virginia Tech
Bow Down—#307 All-Washington
U Rah Rah—#308 All-Wisconsin
Bear Down—#311 ARK Mascot
Ramblinwreck—#329 GT Mascot
Red And Gold—#333 ISU Mascot
Rock Chalk—#335 KU Mascot
Rah Rah Rah—#341 MINN Mascot
Hotty Totty—#342 MISS Mascot
Mizzou Rah—#344 MIZZOU Mascot
Go Green—#336 MSU Mascot
Go Pack—#349 NCSU Mascot
Go Cats—#352 NU Mascot
Go Carolina—#360 S CAR Mascot
On On UK—#371 UK Mascot
Go Deacs Go—#382 WAKE Mascot
All Hail—#385 WVSU Mascot
Hail VU—#386 WVU Mascot





by Anatole Brown Vol. 92 JAPAN REPORT!

NINTENDOGS GOODS

Nintendogs, Nintendo's puppy-raising game for the Nintendo DS, is all the rage in Japan. Nintendo just released a whole slew of *Nintendogs* goods and DS accessories in Japan, so virtual dog owners can show their devotion to their best friend. You can deck out your Nintendo DS with all kinds of doggie flavor with their *Nintendogs* Stylus Pen (368 yen—about \$3), *Nintendogs* DS case (1,260 yen—about \$12), *Nintendogs* DS Mascot Strap (200 yen—about \$1.80), *Nintendogs* Scratch Guard Skins (500 yen—about \$4.50) and more! Other *Nintendogs* goods include plush figures, folders, mouse pads, stickers and even moist hand wipes! If *Nintendogs* reaches the same kind of popularity out here in the U.S., you may be seeing some of these furry goods come over here, too....



DRAGON BALL Z ARCADE GAME



Craft and Meister, a new company headed by former Capcom producer Noritaka Funamizu, is currently developing a *Dragon Ball Z* arcade game tentatively called *Chou Dragon Ball Z*. Not much is known about the game, but this will be Craft and Meister's first release. Obviously the company's ambitions are high, especially since its first game carries an incredibly popular li-

cense. Funamizu is known for his work on Capcom's *Street Fighter* series, so you can bet that he will bring his fighting-game expertise to the table. The doors to the office of Craft and Meister have signs all over the place that say "Keep out!" so we'll have to wait until they are ready to show it to the world.

KEEP OUT!



MESAL GEAR SOLID: SNAKE ESCAPE

Hideo Kojima, famed creator of the *Metal Gear Solid* series, loved the *Sarugetchu* (Ape Escape) games so much that he asked to have the piposaru (monkeys) appear in *Metal Gear Solid 3: Snake Eater* and wound up putting them in the Snake vs. Monkey mini-game. This time,



At the request of Campbell, the Professor programs a Piposaru with all of Solid Snake's abilities. Sporting the famous mullet and a scruffy five-o'clock shadow, Piposaru uses his trusty Banana SOCOM pistol on a mission to locate Solid Snake. If he fails, then the *Metal Gear* will launch its "Slacker Cannon." *Sarugetchu 3* was released in Japan in July, but so far there is no word on who will publish the title out here.

the *Sarugetchu* team has re-tuned the favor and Piposaru will make an appearance in *Sarugetchu 3*. There will be a mini-game called *Mesal Gear Solid: Snake Escape*—"Mesal" is a play on the word "sarū" or the Japanese word for "monkey," while "Snake Escape" spoofs the Western title of the game, *Ape Escape*. According to the story, Snake's commander, Roy Campbell, is an old high school buddy of the Professor from *Ape Escape*.



Katamari Damacy Box Art



We're not quite sure what the U.S. box art will look like when *We Love Katamari* is released here in October, but we hope they keep the crazy Japanese box art featuring the Namco building! *Minna Daisuki! Katamari Damacy*, which was released in July, shows a large group of people flanking the Namco building and holding up signs that profess their love for the game. Look closely and you'll see the Prince, a cow, a panda, a mouse and a tall giraffe sticking out from the roof. The Namco building is in Tokyo's Otakuta district and we are assuming that everyone in the picture is a Namco employee who got to take a break from work for a massive photo session outside the office! The King of All Cosmos is also in the picture—can you find him?

Red Nintendo DS

Nintendo introduced another Nintendo DS color for the Japanese market in August. The new Red Nintendo DS almost has the same tone as the old Virtual Boy! The red is complemented by the standard black trim of the buttons and stylus pen. The red DS will cost the same as the original Platinum Silver Nintendo DS. Five other Nintendo DS colors are also available in Japan: the original Platinum Silver, Pure White and Graphite Black (released in March) and Candy Pink and Turquoise Blue (released in April).



CODED ARMS™ INTERVIEW



Yasuo Daikai

We recently spoke with Yasuo Daikai, producer of *Coded Arms*, a first-person shooter game on the PSP from Konami. We asked him about the challenges of doing a first-person shooter on a handheld, plus being one of the very few Japanese developers delving into the FPS genre.

TIPS & TRICKS: What games did you work on before *Coded Arms*?

Yasuo Daikai: I worked on Konami's ESPN snowboarding games for the last three years.

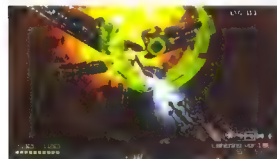
T&T: *Coded Arms* is unique in that it is a first-person shooter game being developed by a Japanese developer. Japan is not known for putting out many first-person shooters.

Daikai: Yes. Because Japan is not known for first-person shooters, we decided to take on the challenge ourselves. FPS games have become an important genre for the home console market, not just in the U.S., but all over the world. With next-generation systems like the Xbox 360 just around the corner, FPS games are going to take center stage even more. With very few Japanese developers tackling FPS games, we saw this as a chance to get an early start and be one of the first Japanese developers to have the "know-how" of developing FPS games.



T&T: So how did *Coded Arms* end up on the PSP?

Daikai: We started this project about two years ago. We had several test versions running on the PS2. Our main goal was to make a next generation FPS game for the Xbox 360 or PS3, but the timing just didn't work out. So we looked at the PSP and asked ourselves, "Is it possible to make a FPS game on a handheld?" It was a unique challenge, but we believed the PSP's technology would allow us to pull it off. When we first showed the game at the



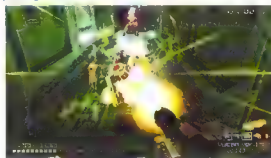
2004 Tokyo Game Show, we got a great response from the public, so we knew we were onto something.

T&T: The graphics are certainly top-notch...

Daikai: Our team really wanted to do the game on next generation hardware, but once we decided to go with the PSP, the staff still maintained their motivation to create high-quality graphics. Too many developers have the attitude where they say, "It's good enough for a handheld game," but we wanted to go against that trend. In fact, our attitude is if we create something great, then people will recognize it as something great!

T&T: The game moves pretty fast.

Daikai: Our team is made up of people who worked on a wide variety of games. There are a couple of people on the team who worked with me on the snowboarding games. Since the sense of speed is critical in snowboarding games, we were able to bring that knowledge over to *Coded Arms*.



T&T: The game supports four-way multiplayer mode via wi-fi. Did you approach the multiplayer game differently than when creating the single-player game?

Daikai: Actually, we set it up so the single-player game directly influences the multiplayer game. As you play the single-player game, you will earn more weapons and weapon upgrades. You can then take your earned weapons and bring them into the multiplayer game. We want players to see what other players have and say, "I want that weapon too." That way they will go back to the single-player game and try to earn it for themselves. Basically, we want the single and multiplayer modes to feed off each other. The big feature of *Coded Arms* is that the maps are randomly generated in both single- and multiplayer. You never play the same level twice. Many FPS matches come down to who is most familiar with a level. In this game, no one will have that kind of advantage.



T&T: A mouse and keyboard is usually the preferred method for playing an FPS game. How did you manage to make the controls work for the PSP?

Daikai: Certainly a mouse and keyboard is what people think when they think of an FPS game. Another hurdle we had to overcome is that the PSP only has one analog stick as opposed to the dual analog sticks on home consoles. We experimented with several



several settings, including the old N64 controls where you use the buttons to move around. One reason why we were adamant about having a playable version of *Coded Arms* at the

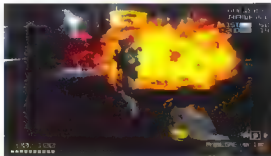
Tokyo Game Show was to observe and see how people took to the controls. We were happy to see that people had very little problems playing the game. We put a lot of effort into making the gameplay speedy and smooth.

T&T: Can you talk a little about the art style? It has a really gritty, industrial look.

Daikai: We didn't focus too much on the story of the game, but we wanted to match the cool look of the PSP. We basically wanted the player to imagine the PSP as a futuristic device that lets them "jack in" to a cyber world. So rather than supply a story to the player, we encourage the player to imagine that the device itself is an access point to another reality. We made a conscious effort to make a unique art style that would make the game stand out as a definitive PSP game.

T&T: What do you think is the main feature that separates *Coded Arms* from other FPS games, and perhaps even makes it uniquely Japanese?

Daikai: I would have to say it's the randomly-generated levels. Like many Japanese RPGs with randomly-generated dungeons, you are forced to explore each time you play. In multiplayer mode, it prevents people from camping or exploiting certain aspects of the stage because everyone will be experiencing the stage for the first time. I think it will also encourage people to play the single-player game more than once, because it will be different every time.



FINAL FANTASY

WORLD

Vol.
25

by Charlotte Chen

If you've ever stayed up all night—even though you had an exam to study for, a 50-page term paper to write, a starving goldfish with one fin in the sky and a hundred sundry other responsibilities (like eating or bathing) that you shirked—because you were mesmerized by the glory of a *Final Fantasy* game, this monthly column is for you!



FINAL FANTASY VII

ADVENT CHILDREN

Limited Edition

Start eating your heart out. Japan is getting a special limited-edition version of *Final Fantasy VII: Advent Children* when it's released on September 14. The standard version contains the *Final Fantasy VII: Advent Children* movie, the official *Final Fantasy VII: Advent Children* trailer, all the trailers for titles in the "Compilation of *Final Fantasy VII*" and a *Final Fantasy VII: Digest* movie, which rumors suggest provides information regarding the original PlayStation game through use of its CGI cutscenes. In Japan, it's priced at 4,800 yen (about \$44.00). The limited edition version, however, is another thing entirely. In addition to all of the above, it also includes (drum roll, please):



1 An extra disc which contains: *The Making of Final Fantasy VII: Advent Children*, the trailer shown at the Venice Film Festival, a collection of past trailers and an animated feature called "Last Order Final Fantasy VII."

2 Cloud and Fenrir figures.

3 A script that replicates parts of the movie so you can read along in certain parts (not pictured).



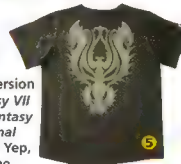
4 A Bahamut embroidered cap that comes in a can.

5 A Cloudy Wolf T-shirt.



6 A key-holder with a serial number.

7 A PS one version of *Final Fantasy VII* called *Final Fantasy VII: International* (not pictured). Yep, the entire game that started it all. There's also new fancy



CG art for the packaging, and it can be displayed.

How much will all these bells and whistles cost the average Japanese *Final Fantasy* otaku? 29,500 yen (about \$271.00). Ka-ching!

FINAL FANTASY XI for XBOX 360

One of the biggest announcements made during the 2005 Electronic Entertainment Expo (E3) was that *Final Fantasy XI* would be released on the Xbox 360. Unfortunately, Square Enix did not provide any of the nitty-gritty details, such as whether it would support features common to Xbox Live—like chat, for example. The publisher also didn't specify if the *Chains of Promathia* expansion would be available at the start, or if Xbox 360 players would need to purchase it separately, either as a game package or through download.



However, during a Q&A session, Square Enix President Yoichi Wada specified that the company's goal is to make sure all *Final Fantasy XI* players

would enter on a level playing field, whether they access the game from their PCs, PS2s or Xbox 360s. The images shown here appeared in a real-time tech demo trailer shown at the Microsoft press conference.

FINAL FANTASY VII for PlayStation 3?

During the Sony press conference at the Electronic Entertainment Expo, Square Enix unveiled a tantalizing glimpse of what *Final Fantasy VII* might look like if its graphics were updated for the PlayStation 3. In this real-time tech



demo, the opening cinematic of *Final Fantasy VII* was transformed into every fan's dream—a new look for an old favorite. Unfortunately, Square Enix was

quick to emphasize that the designers only made these pretty, pretty *Final Fantasy VII* images to amuse themselves, and that they weren't working on a PS3 remake of the game. They specified that it was just a tech demo, made to show how good their games could look in real-time on the PlayStation 3. On top of that, in a Q&A session they held with the press a day after their official press conference, they repeated this. At the moment, there are no plans to remake the game. Commence sobbing.





SQUARE ENIX. GOODIES

Well, it's about time. Square Enix only now seems to realize the vast potential of selling products like action figures and jewelry directly to the untapped U.S. consumer market. The company recently displayed its first wave of products, from *Final Fantasy VII: Advent Children* action figures to Hori Dragon Quest Slime controllers. Some of these products can now be purchased from Square Enix's online store.



Final Fantasy VII: Advent Children
"Cloudy Wolf"
Ring and Earring



Final Fantasy VII: Advent Children Figures



Final Fantasy VIII
Sleeping Lionheart Necklace



Final Fantasy X
X Necklace



Final Fantasy X
Silver Ring
(left)

Final Fantasy VIII
Sleeping Lionheart
Silver Ring
(right)



Kingdom Hearts
Chess
Pieces

Hori Dragon Quest
Slime Controllers
for PlayStation 2



FINAL FANTASY FAN

Q: I am writing to you a few days before my birthday. I am a huge fan of your work. I was just wondering if you could do me a big favor: Could you please say where to find the GFs in Final Fantasy VIII? I can definitely get the first three. Thank you very much for reading this letter.

—Neal Levesque
Escanaba, MI

A: Here is the list of locations for all the GFs (Guardian Forces) in *Final Fantasy VIII*. Consider it a belated birthday present.

Alexander—Draw it out from Edea during the boss fight in Galbadia Garden during Disc 2.

Bahamut—After you get the Ragnarok in Disc 3, start looking for the Deep Sea Research Center, which is in the southwest. Answer all of Bahamut's questions right, then defeat it, and it will join you.

Boko the Chocobo—Solve a puzzle in one of the Chocobo Forests. In battle, using a Gysahl Green will encourage the Chocobo to attack the enemy.

Brothers—In the Tomb of the Unknown King. Defeat one of the brothers first (Sacred), then defeat them both at once and they'll join you.

Carbuncle—Draw it out during the boss fight against the Iguions in Disc 1.

Cerberus—During Disc 2, go to the main hall of Galbadia Garden and challenge it. Defeat it and it joins you.

Diablos—Talk to Cid before you leave for Timber, and you'll get a Magic Lamp. If you use the lamp, you're sucked into a battle with Diablos. Defeat it and it joins you.

Doomtrain—At Tears' Point in Esthar, you can find the Solomon Ring. You also need these items: Malboro Tentacles, Remedy+, and the Steel Pipes. Use the ring. Doomtrain will take the items and join you (not available until Disc 3).

Eden—After Bahamut is defeated at the Deep Sea Research Center, you can go deeper underwater. Far below you'll meet Ultima Weapon, if you can reactivate the excavation site. While you're fighting Ultima Weapon, Eden can be drawn from it.

Gilgamesh—You should already have Odin near the end of Disc 3 to get him to appear. He also shows up randomly in battle. He can appear mid-battle and even in a boss fight.

Ifrit—The end of Fire Cavern. Defeat it and it joins you.

Jumbo Cactuar—East of the Centra Ruins, there is a small desert island called Cactuar Island. You'll sometimes see the little green needlehead randomly running on the sand. Fly the Ragnarok to the island and chase after the cactuar. Defeat it and it joins you.

Leviathan—Draw it out during the boss battle against NORG in Balamb Garden during Disc 2.

Minimog—If you use Mog's Amulet, you can teach one of your GFs the Minimog ability. The Minimog's dance restores all of your GF's HP. This costs money. The higher your level, the more it costs.

Moomba—Use a Friendship item during battle.

Odin—Find his place in the Centra Ruins and defeat him. He'll join you, then randomly appear in one out of every ten battles and annihilate your enemies.

Pandemona—Draw it out from Fujin during the boss fight against Fujin and Raijin during Disc 2.

Phoenix—Use the Phoenix Pinion. Afterward, there is a random chance that it will appear again by itself if your party needs it.

Quezacotl—Check Squall's desk in the classroom in Balamb Garden. Choose the "Tutorial" option and Quezacotl is automatically added.

Shiva—Same as above.

Siren—Draw it out during the boss fight against Elvoret on top of the Dole Communications Tower.

Tonberry King—In the Centra Ruins, defeat more than 18 Tonberrys. This causes the Tonberry King to appear. Defeat it and it joins you.

Thanks for writing!

—Charlotte

TIPS & TRICKS

COLLECTOR'S CLOSET

Are you a video-game pack-rat? Do you own more video games than you could possibly beat in a whole year, even if you played non-stop? Would you go without food to save up the money to buy a rare TurboGrafx-16 game, an obscure Atari 2600 controller, a limited-edition Game Boy Pocket or a leather *Killer Instinct* jacket? If so, this monthly collectors' column is for you.

Vol. 47

SMALL PRODUCTION RUNS

In April of 1998, Sega of America released *Panzer Dragoon Saga* for its Saturn system. Thousands of gamers picked it up, looked at it and exclaimed, "Man, the Saturn is dead! I'm not paying 50 bucks for this!" Then they put it back on the shelf, walked away and have been kicking themselves ever since.

As they soon discovered, *Panzer Dragoon Saga* was an early example of a mass-market game with a small production run, rumored to be somewhere in the neighborhood of several thousand copies. There had always been games released in limited quantities (certain Atari VCS games sold through mail-order only, unlicensed NES cartridges, several of the late TurboDuo releases, etc.), but Sega was a major player and the Saturn was carried by all of the important game retailers.

Officially-licensed games for cartridge-based systems like the NES were never manufactured in such low numbers as this. For one thing, Nintendo used to force its third-party publishers to produce a certain minimum number of copies (rumored to be 10,000) of each of their games. The production facilities for cartridge games also operated on a strict queue system; if a certain game sold out completely, it might be several months before a publisher could take delivery on a second printing, by which time the interest in that game would certainly have cooled. With the NES in practically every home, most publishers voluntarily ordered larger quantities of all their games, because it was better to risk getting stuck with a truckload of unsold games than to have a hit game fizzle out because no more copies were available anywhere.



The CD-based systems changed all that, though. The turnaround time for CD and DVD production is so quick that a publisher can order up a fresh batch of any sold-out game and get it back into the stores within just a week or two. Sega did just that with the Saturn version of *The House of the Dead*, released just a few weeks before *Panzer Dragoon Saga*. These days, there's no reason to commit to a gigantic production run unless it's a guaranteed hit like a *Grand Theft Auto* or *Halo* sequel. Capcom got burned in the Super NES days when it overproduced *Super Street Fighter II* by an absurd margin, but played it smart when releasing *Resident Evil 2* and 3 for the GameCube; when the latter games started to change hands for upwards of \$100, they both went back into production. Then there's *X's Games' Castle Shikigami 2* for the PlayStation 2: Its initial production run of 2,000 copies (the smallest total allowed by Sony) was eagerly snapped up by

speculators who saw the game's inexplicable \$10 MSRP as their ticket to resale profit, but its recent reappearance at retail suggests that a second printing has already occurred.

All this is both good news and bad news for game collectors. It's good news because as the production quantities continue to shrink, there will be more new games that can shoot up in value much faster than ever before. And as more people get into collecting, there will be ever-increasing demand in secondary markets like eBay for obscure, short-printed games that were impossible to find even in their first week of release. It's bad news for the poor saps at the "buyer" end of those eBay transactions, who will be reduced to sniping each other's bids like they're going after the last unopened Wonka bar. You're also going to have a much harder time if you're aiming for a complete collection of all the games released for a particular system, because there will be plenty of games that disappear from store shelves before you even know they've been released.

For many years now, game publishers in Japan have had far better tools to help them determine how many copies of a game they need to produce. Besides the fact that the country is smaller and the distribution channels are therefore easier to manage, the popular *Weekly Famitsu* magazine is also used to help gauge players' interest in upcoming titles. Each week, the magazine collects reader feedback to produce a "Top 30" list of the readers' most-wanted games. After comparing these charts to the games' eventual sales figures for many years, the game publishers have learned how to use the *Famitsu* data to make very precise estimates that have all but eliminated shortages and overproduction. As a result, very few Japanese games ever require a second printing. Once they're gone, they're gone...and there are signs indicating that the U.S. game industry is moving in a similar direction, with sophisticated retail tracking systems that give the publishers near-immediate sales feedback as soon as a game's barcode is scanned. Even cartridge games are getting much smaller production runs; as this issue goes to press, we're getting ready to hit out the door to try to track down a copy of *Nanostar* for the Nintendo DS, which is said to have been produced in limited quantities.

In the not-too-distant future, there may be games that you can only obtain by pre-ordering them. Don't be surprised to see a game's entire production run snapped up by a single retail chain, making it an instant "exclusive" for that store. And you can bet that the collectible value of short-printed games will continue to rise; the last time we checked, collectors were paying close to \$200 for complete copies of *Panzer Dragoon Saga* without batting an eyelash.

ROOM OF DOOM

Gilbert, Arizona is where you'll find this month's "Room of Doom," the video-game collection of Jay Drain. Jay's seven bookcases are stuffed with over 1,000 games and consoles from the Atari VCS (2600) through the PS2, GameCube and Xbox. What's really impressive about Jay's collection is the fact that most of his games and systems are complete with the original boxes and instruction manuals.

We invite you to send in your own personal "Room of Doom" photos for display in a future edition of *Tips & Tricks Collector's Closet*. Send several photos of your proudly-displayed games to "Room of Doom," c/o *Tips & Tricks*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211, and be sure to tell us about the highlights of your collection.



Obscure NES Movies

In the late '80s/early '90s, the Nintendo Entertainment System was hugely popular and every game publisher was scrambling to find the next big NES hit. Anxious to get games into the stores, some publishers took Japanese titles that were based on licensed properties and re-leased them in the U.S....even if the properties were unfamiliar to American audiences.

If you're an NES fanatic, you've probably played at least one of the following games without ever knowing that it was based on a feature film. Each of these movies can be found on VHS or DVD and will serve as a unique supplement to your NES collection. Remember, collectors love a conversation piece!

Nemo → Little Nemo: The Dream Master

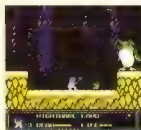
One of the most ambitious anime features ever produced, *Nemo* was based on Windsor McCay's popular *Little Nemo* in *Slumberland* comic strip, which originated in American newspapers in 1905. The film was a true international collaboration, with contributions from such diverse creators as noted science fiction author Ray Bradbury, *Harry Potter* director Chris Columbus and comic artist Jean "Moebius" Giraud—but the project's origins were Japanese. Masami Hata, the film's director, had worked on several dozen anime films and TV series, including *The Legend of Sirius* and a little-known *Super Mario Bros.* theatrical feature from 1986, and even Hayao Miyazaki (*Nausicaä of the Valley of the Wind*, *My Neighbor Totoro*) was involved with the *Nemo* film in its very early stages.



Nemo premiered in Japanese theaters in 1989, and Capcom got the rights to release *Nemo: The Dream Master* for the NES.

Famicon (the Japanese NES) the following year. The game was quickly localized for U.S. audiences and released here as *Little Nemo: The Dream Master*, also in 1990. Only minor modifications were made—for example, the cigar that Flip smokes throughout the movie appears in the Famicon game, but was removed from the U.S. version to comply with the strict content guidelines enforced by Nintendo at the time.

Most contemporary reviewers assumed that the NES game was based on the turn-of-the-century comic strip, since the film was not distributed in North America until 1992 (as *Little Nemo: Adventures in Slumberland*). Released on DVD by FUNimation in 2004, the movie is now readily available.

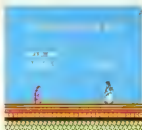


Kwai tsan tseh → Kung Fu



Known in the U.S. as *Wheels on Meals*, 1984's *Kwai tsan tseh* was a prime example of Jackie Chan's outstanding collaborations with his former schoolmates and brothers-in-arms, Sammo Hung and Yuen Biao. All three men have become legendary actors, directors and action coordinators in Hong Kong, and this film

showcases them in a key period for the martial arts genre. Jackie plays Thomas, a skilled martial artist working in the humble food service industry. When he learns that the beautiful Sylvia has been kidnapped by a gang of thugs, he fights through the gang's fortress in an attempt to rescue her from the powerful boss.



The movie was so popular in Japan (where it was released under the title *Spartan X*) that it rem-

rights and rushed a video-game version into arcades before the year's end. Unfortunately, the game was stripped of its original title and movie license when it was brought to U.S. arcades as *Kung-Fu Master*, so nobody even knew that the game's main character was Jackie Chan—and few people would have cared, since he didn't really catch on with American audiences until the '90s. A Famicon conversion appeared in Japan in June of 1985, and Nintendo picked up the rights for the U.S., releasing *Kung Fu* as a first-party NES game just four months later.

Wheels on Meals was re-released by Tai Seng on VHS in 1997 and on DVD in 2000, but both are currently out of print, so you



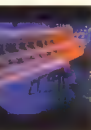
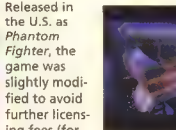
might have a little trouble tracking down a copy for your collection.

Geung si sin sang → Phantom Fighter



Produced by Sammo Hung, the alternately scary and hilarious action film *Geung si sin sang* stars Lam Ching Ying as Master Ko, a Taoist priest who battles against hopping kyons (mythical Chinese zombies) with the help of his bumbling assistant Dan (Ricky Hui). Anyone familiar with *Shaman King* or the film are kept immobilized by the traditional paper talismans affixed to their foreheads. The movie was a huge hit all across Asia, inspiring several sequels...and it was especially popular in Japan, where it was titled *Reigen Doushi* and spawned a Famicon game of the same name.

Released in the U.S. as *Phantom Fighter*, the game was slightly modified to avoid further licensing fees (for example, the close-ups of the characters' faces have been altered), but there's no mistaking the stiff arms and distinctive hopping patterns of the kyons! The game's opening sequence was also left intact: It perfectly recreates a key scene in the film where a kyons breaks out of a sealed coffin marked with a grid of ink lines.



We're not sure exactly when the 1985 film was first seen in America—where it was renamed *Mr. Vampire*—but

it's safe to assume that very few of the people who played *Phantom Fighter* had any knowledge of its original source. Fortunately, *Mr. Vampire* was recently issued on DVD as a budget-priced title in 20th Century Fox's Fortune Star line. Like the other films listed above, this DVD would make a fine complement to any collector's cache of NES memorabilia.

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code if you've entered it quickly enough. Now press **START** to pause, then press **B**, the game should restart: Press Up or Down at the title screen menu until you see a new item called "Sound Test." This gives you the stage-select and sound test menu. Near the upper left corner of the screen is a small number which will change by pressing the X button; the number shows the character you want to play with according to the following legend:

- 00—Sonics and Tails
- 01—Sonic
- 02—Tails
- 03—Knuckles

Sonic 3D Blast: Stage Select/Stage Skip
At the title screen—while the words "Press Start to Begin" are flashing—press X, B, Right, B, X, Up, Down, B. The main menu will appear, even though you have not pressed the **START** button. Choose "Start" from the main menu, the Level Select menu will appear. You can choose any stage, including the Tails and Knuckles bonus rounds. With this code in place, you can skip stages at any time by pressing **START** to pause, then pressing the **B** button to warp to the next stage.

Sonic Spinball: Stage Select
Choose "Options" from the title menu, then—when the Options menu appears—press B, Down, X, Down, X, A, Up, X, Up, X, Up. You'll hear a fanfare to confirm the code. Now return to the title menu and enter one of the following codes:

- Hold B and press **START** to warp to the "Lava Machine" stage
- Hold A and press **START** to warp to "The Machine" stage
- Hold X and press **START** to warp to the "Show-down" stage

Sonic Spinball: See the Credits
Choose "Options" from the title menu, then—when the Options menu appears—press X, Up, A, B, Up, X, A, Down, B, A, Up, X, Up, A, B, Down. You'll hear a fanfare and the game's credits will appear.

Ristar: Cheat Passwors
Enter the following passwors for different effects:
M U S E U —Boss Rush Mode
D O F F E —Practice Bonus Rounds
I D V E U —Stage Select
L U P E B —"Super" difficulty level appears at the option screen
M A G U R O —Adds an "Onchi" ("tone deaf") option to the sound test menu

SPAWN: ARMAGEDDON

Cheat Codes
At any time during gameplay, press **START** and enter the following codes while the game is paused. When you unpaue, you will hear Spawn say "Necro-licious!" or "Necro-goodness!" to confirm each correct code.
All weapons—Up, Down, Left, Right, Left, Left, Left
Infinite ammo—Up, Down, Left, Right, Up, Left, Down, Right
Infinite health and Necropalm—Up, Down, Left, Right, Left, Right, Left, Down, Left
Toggle blood on/off—Up, Down, Left, Right, Up, Up, Up, Up
Unkill all comcs—Up, Down, Left, Right, Left, Left, Up
Unkill all missions—Up, Down, Left, Right, Left, Right, Right
Unkill all encyclopedia entries—Up, Down, Left, Left, Right, Up, Down

SPEED KINGS

Choose
Start a new game and enter the "Player Setup" menu from any action. Under the player's handle, enter "bookbars" as the player's name to unlock everything in the game.

SPIDER-MAN 2

Choose
At any time during gameplay, pause the game, enter the SaveLoad menu and select "New Game." At the "Enter Name to Start New Game" prompt, enter "HCRARYET" as your name and select "Enter;" you'll see the name disappear. Now simply back out of the "Enter Name" screen and unpaue, you'll warp directly to Chapter 16 to at least 44.38% of the game completed. This code also gives you 200,000 Hero Points, all four Boss Awards, the Web Zip upgrade and six Speed Swing upgrades. You can also enter the code at the "Enter Name" prompt that appears when you load the game manually to save file present. Entering the name repeatedly will allow you to rack up additional Hero Points, they won't count toward the 50,000 you need to finish Chapter 16, and they may not appear in the Hero Points total at your

"Status" screen, but they'll be there when you enter a Spider-Store

THE SPONGEBOB SQUAREPANTS MOVIE

Cheat Codes
At any time during the game, press **START** to pause, then hold L + R and enter any of the following codes. You will hear a confirmation sound when you enter a code correctly. For the costume codes, you will need to exit and re-enter the stage to see the code's effect. Obviously, the Patrick codes can only be used in levels where you play as Patrick.
X, Y, X, X, Y, Y, Y—Unlock all levels and challenges
Y, Y, X, X, X, X, X, Y—Unlock all additional moves
Y, Y, X, X, X, X, Y, X—Unlock all additional weapons and upgrades
X, X, X, X, X, X, Y, X—Increase max. health
Y, Y, Y, X, X, X, Y, X—Alternate costume for Patrick
Y, Y, Y, X, X, X, Y, Y—Cave-man costume for SpongeBob
Y, Y, Y, X, X, X, Y, X—Alternate costume for Patrick
Y, Y, Y, X, X, X, X—Cave-man costume for Patrick

SRS: STREET RACING SYNDICATE
Cheat Codes
At the main menu, press Up, Down, Left, Right. A cheat menu will appear where you can enter the following codes:
I D O T G S T—Unlock Toyota Supra 3.0L RZ in Arcade Mode
S I C K G D B—Unlock Subaru, Impreza S202 STi in Arcade Mode
I D O T G S T—Unlock Mitsubishi Eclipse GS-T in Arcade Mode
R E N E S I S—Unlock Mazda RX-8
M Y T G T S—Unlock Toyota Celica GT-5
G T P O P O—Unlock Police Car in Arcade Mode
L E T M E G O—First three busts are all warnings
F I X I T U P—Free repair
G O R E T O U—Unlock all Vinyls

TAK AND THE POWER OF JUJU

Cheat Codes
At any time during gameplay, pause the game and enter any of the following codes:
Earn All Juj Powers—Up, Right, Left, Down, Y, X, B, Down
Max. Nubz Plants—Y, X, Left, Up, Right, Down, Down
Max. Moonstones—Y, Y, B, X, X, Left, Right
Max. Yorbeis—Up, Y, Left, B, Right, X, Down, Up
Max. Feathers—B, X, Y, B, X, Y, B, Y
Unlock Extra Bonus Features—Left, Right, B, X, X, Left, Right
TIGER WOODS PGA TOUR 2005

Cheat Codes

Choose "EA Sports Options & Extras" from the main menu, then select "Password" from the Options menu and enter any of the following case-sensitive codes:
T H E G I A N T O Y S T E R—Unlock standard courses and all golfers except Justin Timberlake
T H E N E S S E K I O—Unlock Justin Timberlake
9 1 T R E S T R—Unlock all Addis sponsorship items for purchase
c g T R 7 8 q w—Unlock all Callaway Golf sponsorship items for purchase
C L 4 S U B—Unlock all Cleveland Golf sponsorship items for purchase
I s f k A f d—Unlock all Cobra sponsorship items for purchase
P D G H S 9 7—Unlock all Maxfli sponsorship items for purchase
Y J H k 3 4 B 2—Unlock all Never Compromise sponsorship items for purchase
U J 4 S T W 6—Unlock all Nike and some Nike Play sponsorship items for purchase
T W S P O N S H I P items for purchase
k j n M R 3 q—Unlock all Odyssey Golf sponsorship items for purchase
R 4 S D F T—Unlock all PING sponsorship items for purchase
C D 5 2 F Y 2—Unlock all TAG Heuer sponsorship items for purchase

TOM CLANCY'S SPINTER CELL

CHAOS THEORY

Unlock All Missions
Choose "Solo" from the main menu. At the Solo menu, hold the L + R buttons and press X, X, X, X, Y, Y, Y, Y. You'll hear a sound to confirm the code. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TONY HAWK'S PRO SKATER 3

Cheat Codes
Choose "Options" from the main menu, then select "Cheats" and enter the following code:
F R E A K S H O W—Unlock all hidden characters
M A R K E D C A R D S—Enable "Cheats" option at the Passed menu
M A X M E O U T—Give the currently-selected skater enough star points to make up all statistical categories
P O P C O R N S—Unlock all movies

TONY HAWK'S PRO SKATER 4

Cheat Codes
Select "Cheats" codes" from the Options menu, and enter any of the following codes. Once activated, the cheats can be toggled on or off by selecting "Cheats" from the Options screen within the "Passed" menu:
g o l d e n—Always Special (note: the second character is the number zero)
b e l i n g e o f—Perfect skater
2 w h e e l i n—Perfect Manual
g i a n t p e t s—Moon Gravity
m a n d e r s e—Matrix Mode
(o)—Unlock Day
W a t c h _ M e _ X p l o d e—Unlock everything
C h e a t _ C o d e

TONY HAWK'S UNDERGROUND

Cheat Codes
Choose "Options" from the main menu, then select "Cheats" codes" and enter the following codes. After entering a code, start a game, then pause and select "Cheats" from the on-game Options menu to toggle the code on or off:
g e t u p i t u—Moon gravity
k e e p i t s t a e d—Perfect manual
l e t i t i d e—Perfect rail
r e a r i d e—Perfect skates
N O O D I I—Unlock T H U D

TONY HAWK'S UNDERGROUND 2

Cheat Codes
Choose "Game Options" from the main menu, then select "Cheats Codes" and enter any of the following codes:
s t r a i g h t e d g e—Unlock "Perfect Rail" cheat
I k e p a u l d—Unlock "Always Special" cheat
u n s c r e w e d—Unlock Natas Katas
b r i t t l e t h—Unlock Natas Beaverhausen
x s g e—Unlock Natas Phil Hargrave
W a k p a k—Unlock Ben Franklin, Bull Fighter, Graffiti Tagger, Shrimp Vendor, Jester and Ryan Sheklick
S c i c k—Unlock all moves
y o r n 3 d—Unlock all levels

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades
During gameplay, press **START** and enter the City Map screen (you must be outside). Press Up, Right, Down, Left, Up. You will hear a confirmation on sound if entered correctly. All cars, driving maneuvers, guns, gun upgrades, attacks and grapples will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.
C h a n g e C a r M a s s

While driving, press **START** and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a confirmation on sound if entered correctly.
Decrease car mass—Up, Down, Down, Down, A
Increase car mass—Up, Up, A
Unlock Snoop Doggy Missions

During gameplay, press **START** and enter the City Map screen (you must be outside). Press R, Left, Up, Left, Left, Down, Z, A, Y, X, Y. You will hear a confirmation on sound if entered correctly. Save and exit out of the game. Load the saved game and enter the Mission select screen. Select the Snoop Doggy missions by choosing the Snoop Doggy head icon.

Play as Different Characters

Select New Game at the main menu. Enter the following codes at the license plate screen to select any different characters from the game. You must hold down L + R when selecting "OK" to make the code work.
R O S S—George Velasquez
H U R T—M3 Rodriguez in lingerie
F A T T—George
B U G G—Chief Wanda Parks
F U Z Z—Officer Wanda Parks
B O O Z—M3 Rodriguez
S W A T—SWAT
M I X K—Commander
P H A—Butcher
M A K—Tutor
B O O B—Punkier girl
M R F U—Asian gangster
H A R A—Asian worker
T A T S—Tattoo lady

P I M P—Pimp
R U Z—Boxer
H A W G—Biker
J A S S—Donkey
I M—Zombie

TURMO: EVOLUTION

Secret Cheats
At the main menu, select "Cheats," then select "Enter Cheats" and enter any of the following codes. To access the level select after you have unlocked it, you must load a previously-saved game from the main menu.
S E L E C T—Unlock level select
E M E R P U S—Unlock invincibility
S L E W G—Unlock invisibility
T E X A S—Unlock all weapons
M A D M A N—Unlock unlimited ammo
H E I D—Unlock big heads
M I N F B—Unlock all cheats
Z O O—Play Zoo mode
H U N T E R—Trigger game demo

THE TASMANIAN TIGER 2: BUSH RESCUE

Secret Passwors
Enter these codes at any time during gameplay.
100,000 Opals—START, START, Y, START, START, Y, X, X, A, A
All Bunyip Keys—START, START, Y, START, START, Y, X, X, B, A
Reveal all items in the vicinity—START, Y, START, START, Y, Up, Down, Left, Right
Unlock Level 1 Boomerangs—START, START, Y, START, START, Y, X, X, B, X
Unlock Level 2 Boomerangs—START, START, Y, START, START, Y, X, X, B, X
W A V E R A C E : B L U E S T O R M

Secret Passwors
Choose "Options" from the main menu, then hold Z + X and press **START** at the Options menu. A new "Passwors" option will appear. At the new screen, enter the following passwors:
D P H N M O—Ride a dolphin, Free Room
K T U P N P P—Play Dolphin Park, Stunt Mode Normal
W X S X W P S A—Play Southern Island, Stunt Mode Expert
M J V B L K A—Play La Razza, Canal, Time Attack
J T 8 4 W H H—Play Lost Temple Lagoon, Time Attack
L Q T R T K E—Play Lost Temple Lagoon, Time Attack Hard
A J X Y P S 3—Play Expert Championship without having to unlock

UNLOCK THE YAKUZA MISSIONS

Unlock All Missions & Cheats
At the Scenario Select screen, select "Cheats" Next, move the cursor to hight the "Unlimited time" cheat, then hold down L + R + Right and press Z. All missions and cheats will be immediately unlocked.

WWF: CRUSH HOUR

Press X, Y, L at any menu screen to unlock Kevin Nash as a playable character.

X-MEN LEGENDS

Unlock Extreme Gear
At the main menu, press Up, Up, Right, Left, Right, Left, Down, A. A confirmation message will appear if the code has been entered correctly.

X-MEN: NEXT DIMENSION

Secret Codes
At the main menu, quickly enter any of the following codes.
Unlock everything—Up, Up, Down, Down, Left, Right, Left, Right, B, START, START
All characters start with nearly zero health—Up, Up, Down, Down, X, Y, X, Y
Computer opponents just stand there—Up, Up, Down, Down, A, B, X, X, Y, Y
Unlimited Super-Ups—Up, Down, Down, A, X, A, X

YU-GI-OH! THE FALSEBLOOD KINGDOM

Choose
While in the 3D Mode Screen, move the cursor to an empty spot on the field and quickly press Up, Up, Down, Down, Left, Right, Left, Right, B. A If entered correctly, you'll hear a voice say "Yu-Gi-Oh!" and you will automatically receive 575 Gold. You can keep increasing your Gold by entering the code over and over.

ZAPPER

Infinite Lives
Press the **START** button to pause the game, then hold L and press Up, Up, Left, Left, Right, Left, Right.



X. Black, Black, White, White, Right Left, White
X. All—Recon Units

X. White, White, Left Left, White, Black, Right
Left, White, Black, Left, Right, X—Production
Unit endurance

X. White, Black, Right Left, White, Black, Left
Right X—Extra endurance

X. Black, White, Left, Right, Black, White, Right
Left, X—Extra ammo

X. White, White, Black, Black, Black, Left
Right Left, X—Unlock all Free Play maps

Unlock All Units in Freeplay mode

See "Secret base Code" from the main menu
and enter any of the following codes to unlock
various units

0993-A441-852E-14F9—Unlock Type 61 MBT
0993-0549-0DF6-A797—Unlock Type 74 MBT
A174-2DC3-D39A-0596—Unlock Type 80 MBT
8399-71B4-500A-500A—Unlock Type 87 SPAAC
FA43-5067-A7E5-EBC2—Unlock Type 60 SPRF
850A-6545-70E8-9162—Unlock AH-1H Super
Cobra

850A-6545-70E8-9164—Unlock Type 90 MBT
5285-2318-09FA-1DDC—Unlock Type 74 MBT
746C-3BBA-E396-9AFD—Unlock AH-1H Super
Cobra

61E5-5327-GAD-6500—Unlock AH-1W Super
Cobra

C55A-6102-C07-3349—Unlock Cyber Nema

DANCE DANCE REVOLUTION ULTRAMIX

All Songs/All Challenge Modes Complete
Select "Options" from the main Menu, then select "Credits" and enter the following code on Controller 4. Up, Up, Down, Down, Left, Right, Left, Right, B, A. You will hear a confirmation sound if the code is entered correctly.

DARK SUMMIT

Secret Codes

Enter the following codes at any of the program menu screens or the pause menu. You'll hear a chime to confirm each correct code.

9, 100, 00, left pins and equipment numbers—**HOLD BACK + START**, press Y, Left Trigger, X, B

Right Trigger, A, Right Trigger, A

All characters unlocked—**HOLD BACK + START**, press Y, Left Trigger, X, B, Right Trigger, A, Right Trigger, B

All challenges completed—**HOLD BACK + START**, press Y, Left Trigger, X, B, Right Trigger, A, Right Trigger, B

Shoot barrels by pressing Right Trigger—**HOLD BACK + START**, press Y, X, B, Right Trigger

Slow-motion effect (press Left Trigger + Right Trigger while in the air)—**HOLD BACK + START**, press Y, X, B, Left Trigger

DEAD TO RIGHTS

Unlock All Chapters
At the main menu, press Up, Down, Up, Down, Left, Right, Right, Y, X, X. You'll hear a special sound effect after entering it correctly. Next, select "Chapters" from the main menu to start from any chapter in the game.

DEATHROW

Secret Codes
At the main menu, select "Options," then move the cursor to Player 4's name. Change it to any of the following names to obtain the corresponding effects:

- MOREROOM—Unlock all arenas
- ALL150—Unlock all players and teams
- NO FEAR—Unlock "Difficulty Extreme" extra
- CONFUSED—Unlock "8-Bit's Dream" extra

DEE 1AM: FIGHT FOR NY

Cheat Passwords

Choose "Extras" from the main menu, then select the "Cheats" option and enter the following codes:

DUCKETS—100 Reward Points
CROOKLYN—100 Reward Points
THE SOURCE—100 Reward Points
GETSTUFF—100 Reward Points
NEWJACK—100 Reward Points
LOYALTY—Unlock "Afterhours" song by Nynne
MILITAIN—Unlock "Anything Goes" song by C-N-C
BIGBO—Unlock "Bust" song by OutKast
CHOPPER—Unlock "Bilindisde" song by Baster
CHOCOCITY—Unlock "Comp" song by Baster
AKIRA—Unlock "Dragon house" song by Ch

PLATINUM B—Unlock "Get it Now" song by Bliss
GHOST SHELL—Unlock "Koto" song by Chi-ang
G O N B E T R A L L—Unlock "Lil' Bro" song by Ri-cha-
Ri-cha-
C O N G O N E S—Unlock "Man Up" song by Sticky Fingz
R E S P E C T—Unlock "Move" song by Public Enemy
P O W E R—Unlock "O.G. Original Gangster" song by Ice T
U L T R A M A G—Unlock "Poppa Large" song by Ultramagnetic MC's
S I E Z E—Unlock "Seize the Day" song by Bliss
C A R T A G E N A—Unlock "Take a Look at My Life" song by Fat Joe
P J M—Unlock "Walk with Me" song by Joe

DESTROY ALL HUMANS!

Cheat Codes
At any time during gameplay, press **START** to pause, then enter any of the following codes at the pause menu:

- Bulletproof Crypto—Hold **Left Trigger**, press **X**, **Y**, **Left**, **Left**, **Y**, **X**
- Infinite Concentration—Hold **Left Trigger**, press **Black**, **White**, **Y**, **Right**, **White**, **Y**
- Infinite ammo and Concentration—Hold **Left Trigger**, press **Left**, **Y**, **White**, **Right**, **Black**, **X**
- Increase Alert Meter—Hold **Left Trigger**, press **Right**, **X**, **White**, **Black**, **Right**, **White**
- Reduce Threat level to "None"—Hold **Left Trigger**, press **White**, **Right**, **White**, **Black**, **X**, **Right**

More Cheat Codes

Enter any of the following codes at the mother-ship hub screen (where the Archives, Hangar, Options and Fox's Lab menu items are)

Early Upgrades—Hold Left Trigger, press X, Y, Left, Left, Y, X

Earn 1,337 DNA—Hold Left Trigger, press Black, Black, White, White, Left, Right, Left, Right, White, Black

DOOM 3

Cheat Codes
At any time during gameplay (not while paused), enter the following codes:
Invincibility—Hold Left Trigger, press X, Y, B, A
Skip the current level—Hold Left Trigger and press B, A, X, Y

DRAGON BALL Z: SAGAS

Cheat Codes
At any time during gameplay, press **START** to pause, then select "Controller" from the pause menu, and enter the following codes at the controller screen

Invincibility—Down, A, Up, Y, BACK, **START**, Right, X, Left, B
All upgrades purchased—Up, Left, Down, Right, BACK, **START**, Y, X, A, B

Unlock Everything
Choose "Options" from the main menu, then press Up, Down, Up, Down, BACK, **START**, BACK, **START**, Y, A, Y, A, X, X, B, B at the Options menu. This code unlocks all of the stages in Play Sagas mode, all of the Items at the Extras menu and all of the stages and characters in Pendulum mode.

DUNGEONS & DRAGONS HEROES

Cheat Codes
At any time during the game, hold **Left Trigger** and press **Y + A**. An "enter code" menu will appear; use it to enter any of the following codes:

- PELOR**—Invincibility
- QBADHA**—Infinite Mystical Will
- GIMME_XP**—Gives 10,000 XP
- RIKSTORE**—Gives 1,000,000 Gold
- SNODGRAS**—10 Keys
- MPS_LABS**—Unlocks Nightmare difficulty
- CONCEPTS**—Concept art slide show
- K4RLN0M3** Shows a designer on main loading screen
- YOSHIDOG**—Plays dog video

ELDER SCROLLS III: MORROWIND

Chant Codes

During gameplay, press **B** to bring up the menus. Select the **Stats** menu and enter the following codes to increase your vital stats.

Restore Health—Select "Health" in the **Stats** menu and press **Black, White, Black, Black, Black**. Press and hold the **A** button to restore health level.

Restore Magicka—Select "Magicka" in the **Stats** menu and press **Black, White, White, Black, White**. Press and hold the **A** button to restore Magicka level.

Restore Fatigue—Select "Fatigue" in the **Stats** menu and press **Black, Black, White, White, Black**. Press and hold the **A** button to restore Fatigue level.

ENCLAVE

Unlock Dark Campaign
At the main menu, select "New Game," then progress through the screens normally. When the campaign selection screen appears, press X, Y, Y, X, X, Y, X, Y. The Dark Campaign item will immediately become unlocked after you enter the code correctly.

FANTASTIC 4

Cheat Codes
Enter any of the following codes at the main menu. You'll hear a sound to confirm each time you enter a code correctly.

- Unlock Heil bonus level in the Bonus menu—**Right, Right, X, B, Left, Up, Down**
- Unlock Barge Arena in Survival Mode and Stand Lee interview #1 in Unlockables—**X, B, X, Down, Down, B, Up**
- Infinite Cosmic Power—**Up, X, X, X, Left, Right, B** (note: although this code will generate the confirmation sound, its effects may not appear unless you start a game and quit, then enter the code and choose the "Continue" option)

FIGHT NIGHT: ROUND 2

Unlock Fabolous
Select "Create Champ" from the main menu. Select any profile or create a new one, enter "GETFAB" as the character's first name and exit. Create Champ mode. Fabolous will now be unlocked in Play Now and Career modes.

Unlock All Venues
Select "Game Modes" from the main menu, then press and hold **Left** on the D-pad at the mode select menu for three seconds. A bell sound will confirm correct code entry.

Tiny Fighters
At the "Select Venue" screen, press and hold **Up** on the D-pad for three seconds. A bell sound will confirm correct code entry.

FINDING NEMO

Level Select
At the main menu, press Y, Y, Y, X, X, B, X, Y, B, X, Y, X, Y, X, Y, B, Y, Y. The word "Cheat" will appear on the screen to confirm. A new "Cheat" option will appear if you pause the game between levels; select "Open Levels" and turn it "on" to unlock all of the levels.

FLATOUT

Cheat Codes

When creating a new profile, enter one of the following cheat codes at the name entry screen. When entered correctly, the cheat code will disappear, allowing you to enter another code or your name.

- GIVE CASH—Start with \$40,000
- GIVE ALL—Unlock all cars and races
- RAG DOLL—Throw driver at any time by pressing the Gear Up button

FULL SPECTRUM WARRIOR

Cheat Codes
Select "Extra Content" from the main menu, then select "Cheat Codes" and enter any of the following codes. Note: You may need to complete the MOUT Course before you can see the effects of some of the codes.

- MERCENARIES—Unlimited ammunition
- SWEDISH ARMY—Realistic damage
- NICK WEST—Big head
- HA2P1PY9TURSTLE—Unlock official US Army training mode

FUTURAMA

Enter Code
 Enter any of the following codes at any time during gameplay (not while paused).
 Press A, hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, Y, BACK
 Amm. ammo—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, release Right Trigger, press B, hold Right Trigger, press BACK
 Max Special Move charges—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, release Right Trigger, press X, Y, hold Right Trigger, press BACK
 Extra lives—Hold Left Trigger, press A, hold Right Trigger, press X, Y, release Right Trigger, press A, hold Right Trigger, press X, Y, B, A, Black, release Right Trigger, press A, hold Right Trigger, press BACK

FUZION FRENZ

Secret Codes
At any time during gameplay, press **START** to pause, then enter the following codes. A message will appear after entering a correct code.

First person mode—Hold **Left Trigger** and press **Y, B, Y, B**
Toggle between Mutant modes 1, 2 and 3—
Hold **Left Trigger** and press **Y, B, X, X**
Welsh on—Hold **Left Trigger** and press **Y, Y, Y, Y**
Squeaky voices on—Hold **Left Trigger** and press **Y, X, Y, Y**
Real controls on—Hold **Left Trigger** and press **Y**

[illegible]**GOLDENEYE: ROGUE AGENT**[illegible]

GRAND THEFT AUTO: SAN ANDREAS

Enter Cheat Codes
 Enter the following cheat codes at any time during the game (but not while paused). Each time you enter a code successfully, a message will appear in the upper left corner of the screen to confirm. **Note:** Some of the codes cannot be de-activated once you've turned them on; you must reset the Xbox in order to restore the game to normal. Do **not save your game after entering codes**, if you do, your save file may permanently activate in your save file and you will not be able to deactivate them. **Warning:** Some codes will lower your in-game ranking. Also, some codes may cause unpredictable results which may cause the game to "crash," especially if you have several codes in effect at once. Activating certain codes may prevent other codes from being activated. Codes that modify the appearance or behavior of vehicles or pedestrians will usually not affect those that are already in the game.



Unlimited Force Powers—Hold Right Thumbstick, press Up, Down, Left, Up, Right on the D-pad to release Right Thumbstick.
 Xp the current mission—Hold Right Thumbstick, press Up, Down, Left, Right on the D-pad, release Right Thumbstick.

STAR WARS: JEDI KNIGHT II: JEDI OUTCAST

Secret Codes

At the main menu, select "Extras," then select "Cheats" and enter any of the following codes. You'll hear a special sound effect upon entering a correct code.
 B I S C U T—Infinite ammunition
 B U B B L E—Infinite health
 F I S C U L—Start with lightsaber
 P E P P E R—Unlock all multiplayer characters
 C H E R R Y—Unlock all levels up to Yavin Temple
 T—C I K Y—Unlock a 10 Move Viewer items

STARSKY & HUTCH

Cheat Codes

When creating a new profile, enter the name "VADKRAM" on your license plate to unlock all seasons and episodes in Story Mode as well as all Free Room areas, TV Specials and Locker features.

STELL BATTALION

Unlock Free Mission Mode

Use this code: Requires the player to select the Tumor Dial on the Steel Battalion controller to specify positions. Unfortunately, the settings on the Tumor Dial are not labeled. For the purposes of unlocking the code, you will refer to the individual mark marks around the Tumor Dial as numbers from 0 through 12, starting from the extreme left position. In other words, 0 is straight left, 4 is straight up, 8 is straight right and 12 is straight down.
 At the title screen, move the Tumor Dial to the following positions, one at a time, and pause for a second or two at each number position: 1, 9, 7, 9, 0, 9, 0, 6 in other words, set the Tumor Dial in the 1 position, wait a moment, turn the dial clockwise for eight "clicks" to the 3 position, wait a moment, turn the dial counter-clockwise for two "clicks" to the 7 position, etc. When you've entered the code correctly, you'll hear a sound effect to confirm. Now you can select "Free Mission" mode from the main menu, which will allow you to play any mission at any difficulty setting as well as all the V's unlocked.

THE SUFFERING

Cheat Codes

At any time during gameplay, hold Left Trigger + Right Trigger + X and enter any of the following codes. You'll get a confirmation message and a code has been entered correctly.
 Restore health: Down, Down, Down, A, Up, Up, Down, Up, A
 Refill ammo for selected weapon—Right, Right, Down, Up, Left, Right, Left, Left, A
 Refill ammo for selected throw weapon—Left, Left, Up, Down, Right, Right, Right, A
 Refill flashlight—Up, Left, Down, Right, Up, Right, Down, Left, A
 Refill Gonzo Gun—Left, A, A, Down, Left, Right, Left, Up, A, A, Down, Up, Down, A
 Unlock all maps—Left, Right, Down, Right, A, Left, Up, Left
 Unlock all documents—Right, Left, Up, Left, A, Right, Down, Right
 Earn Xambium—Right, Right, Up, A, Left, Right, Up, Left, Right, A
 Refill ammo for selected weapon—Right, Right, Down, Up, Left, Right, Left, Left, A

SWAT: GLOBAL STRIKE TEAM

Unlock All Missions

Choose "Campaign" from the main menu and press Up, Left Trigger, Down, Right Trigger, Left, Left Trigger, Right Trigger, Right Trigger, Up at the Select Mission menu in Campaign mode or either of the Cooperative modes.

TERMINATOR 3: RISE OF THE MACHINES

Cheat Codes

Choose "Options" from the main menu, then select "Cheats" and enter the following codes:
 X Y B B A A B—Innocinity
 X A Y Y A X Y—Infinite ammo
 X A Y B A X Y—All weapons (present)
 X A Y B A X Y—All weapons (future)
 X Y X B A A—Unlock all levels
 X B B X Y X Y—Unlock all ex-cu moves
 B B B X Y B B—Unlock all in-game move
 X A Y B A X Y—Unlock all skills
 B B B X B A Y—Unlim text continues
 B B B X B A Y—TX has 50% less HP in every fight
 B Y A X Y—Terminator has 50% less HP in every fight
 B E R P X B A Y—TX has 50% more HP in every fight

A Y A Y—Terminator has 50% more HP in every fight
 A B B X Y A B—Unlim Missile Command in Special Features menu
 A B B X Y B A—Unlock Centipede in Special Features menu
 A B B X Y B X—Show TX development team at loading screen

TERMINATOR 3: THE REDEMPTION

Cheat Codes
 Highlight "Credits" at the main menu and enter any of the following codes. Note, you may not be able to have all three codes active at once.
 Innocinity—Press B + Black + Right Trigger simultaneously
 Unlock all levels—Press B + Black + Y simultaneously
 Unlim ex-cu upgrades—Press B + Y + Left Trigger simultaneously

TIGER WOODS PGA TOUR 2005

Cheat Codes

Choose "EA Sports Options & Extras" from the main menu, then select "Password" from the Options menu and enter any of the following case-sensitive codes:
 T H E E I A T O Q Y S T E R—Unlock standard courses and 4 golfers except Justin Timberlake
 T H E N E S S E S K I O—Unlock Justin Timberlake
 9 1 T R E S T—Unlock all Axiom sponsorship items for purchase
 C I R T B Q—Unlock all Axiom Golf sponsorship items for purchase
 C L A S E T U B—Unlock all Cleveland Golf sponsorship items for purchase
 I S F A J D—Unlock all Cobra sponsorship items for purchase
 F O G H S 9 7—Unlock all Maxwell sponsorship items for purchase
 Y J K H 3 4 2 B—Unlock all Maerf Compro sponsorship items for purchase
 U I 4 S T W—Unlock all Nike and some Nike TW sponsorship items for purchase
 K J M R 3 Q—Unlock all Odyssey Golf sponsorship items for purchase
 R 4 S 3 D T R E—Unlock all PING sponsorship items for purchase
 C D S 2 F Y—Unlock all TAG Heuer sponsorship items for purchase

TOM CLARK'S GHOST RECON 2

Cheat Codes

At any time during a single-player campaign, press START to select "In-Game Options" from the Start Menu. Now select "Enter Cheats" and enter any of the following codes:
 B, B, X, A—Superman active (invincibility)
 B, B, X, B—Team-Superman active (team invincibility)
 B, B, X, Y—Auto Win activated (complete current mission)
 B, B, X, X—Repeatable ammunition (can be entered multiple times)

TOM CLARK'S RAINBOW SIX 3

BLACK ARROW

Invincibility

At any time during gameplay in any mode, press Up, Up, Down, Down, Left, Left, Right, B, A, to become invincible to all attacks.

TOM CLARK'S SPLINTER CELL

Level Select

Enter "LA/NA/IDE/IT" in the game entry screen, you'll begin the game with all levels unlocked.

TOM CLARK'S SPLINTER CELL

CHAOS THEORY

Unlock All Levels

Start a new game and enter "COOP2A2COOL" as your profile name. Now select "Load Game" and you'll find that all of the missions have been unlocked.

TONY HAWK'S UNDERGROUND 2

Cheat Codes

Choose "Game Options" from the main menu, then select "Cheat Codes" and enter any of the following codes:
 S T R A I G H T E—Unlock "Perfect Rail" cheat
 I K E P A U L I E—Unlock "Always Special" cheat
 W H E E L E R—Unlock Paulie Rainer
 B E D Z Z—Unlock Natas Kaupas
 S K U L L E R—Unlock Nigel Beaverhausen
 N O V I T A—Unlock P.M. Margera
 X T R A L E P—Unlock Ben Franklin, Bull Fighter, Grafty Burger, Shrimp Vendor, zester and Ryan Reshler
 A C C E S S P A S S—Unlock all levels
 F R O N T R O W S E—Unlock movies

TOTALLED

Cheat Codes

Enter any of the following codes during any in-game "Loading" screen. A special message will appear after entering each one correctly.
 Unlock everything—Up, Down, Left, Right, A
 Press Y to jump during gameplay Y, Left, Right, A
 Opponent can't drive—Left, Left, A
 All opponents will try to hit you—Down, Up, A
 Infinite Nitro—Right, Left, A
 No Nitro—Right, Left, Left, A

TOXIC GRIND

Cheat Codes

At the main menu, hold Left Trigger + Right Trigger and enter any of the following codes. You'll hear a special sound effect after entering each code correctly.
 Unlim ex-cu levels—Down, Up, Left, Left, Up, Right, Right, Right, Left Thumbstick
 Unlock all characters—Left, Up, Down, Right, Down, Up, Right, Left Thumbstick
 Unlock all bikes—Down, Up, Right, Right, Right, Right, Right, Left Thumbstick
 Unlock all music—Right, Right, Right, Right, Right, Up, Down, Left Thumbstick
 Unlock all moves—Right, Up, Down, Down, Up, Right, Down, Left Thumbstick

TRANSWORLD SNOWBOARDING

Cheat Codes

Enter any of the following codes at the "Cheats" screen within the Options menu.
 J O R M A—Unlock all boards for each character
 S I L O V A T—Unlock a 1 Reward video
 P U K E A—Unlock alternate outfits for each character

TRUE CRIME: STREETS OF L.A.

Unlock All Upgrades

During gameplay, press START to pause and enter the City Map screen (you must be outside). Press Up, Right, Down, Left, Up, A. You will hear a confirm sound if entered correctly. All cars, driving mannequins, guns, gun upgrades, attacks and grenades will be unlocked. Note that all Bonus Missions will be unavailable after entering the code.
 Change Car Mass
 While driving, press START to pause and enter the City Map screen. Enter the following codes to either decrease or increase the car's mass. You will hear a confirmation sound if entered correctly.
 Decrease car mass—Down, Down, Down, A
 Increase car mass—Up, Up, Up, A
 Unlock Snop Dog Missions
 During gameplay, press START to pause and enter the City Map screen (you must be outside). Press Right Trigger, Left Trigger, Up, Right, Left, Down, Left Thumbstick, Right Thumbstick, A, X. You will hear a confirm sound if entered correctly. Save and exit out of the game. Load the saved game and enter the Mission selected screen. Select the Snop Dog missions by choosing the Snop Dog head icon.

Play as Different Characters

Select New Game at the main menu. Enter the following codes at the license plate screen to play as different characters from the game. You must hold down L + R when selecting "OK" to make the code work. You will hear a confirmation sound if entered correctly.
 R O S A—Rose Velasquez
 H U R T M—Rose in lingerie
 F A T T—George
 B I G J—Chief Wanda Parks
 F U Z Z—Officer Johnson
 B O O Z—Bum
 S W A T Z—SWAT
 S W A T C—Commando
 T F A N—Gangster
 P H A M—Butcher
 M X K Y—Thug
 B O B B—Punkier girl
 M R F U—Asian gangster
 H A R A—Asian worker
 T A T T—Tattoo addict
 P T M P—Pimp
 B R L Z—Boxer
 J A S S—Biker
 J A S S—Donkey
 J A M M—Zombie

TUROK: EVOLUTION

Secret Cheats

At the main menu, select "Cheats," then select "Enter Cheat" and enter any of the following codes. To access the level select feature after you have unlocked it, you must load a previously saved game from the main menu.
 S E L L O U T—Unlock level select
 E M E R P X S—Unlock invincibility
 S L L E W G H—Unlock invincibility

T E X A S—Unlock all weapons

M A D A M A—Unlock unlimited ammo
 H E I O—Unlock big heads
 Z O O—Play Zoo mode

THE TASMANIAN TIGER

Secret Codes

Enter these codes at any time during gameplay. All items are marked with vertical lines—White, Black, White, Black, Y, Y, B, X, B, Right Trigger, Right Trigger
 Obtain Karamazov, Doornanger, Megaranger, Zoomeranger, Infranger, Multiranger and Chromo—White, Black, White, Black, Y, Y, X, Y, X, X
 Obtain Frostryng, Flameranger, Zappyranger and Aquaranger—White, Black, White, Black, Y, Y, X, X, Y, X

UNREAL CHAMPIONSHIP 2

THE LIANDRI CONFLICT

Cheat Menu

At any time during gameplay, hold Right Trigger + Left Trigger and press the White button. A cheat menu will appear, allowing you to adjust various in-game settings.

WHACKED!

Secret Cheats

At the main menu, select "Gameshow Mode." Next, create a new profile using any of the following names and press the unlock corresponding items.
 A R O U N D A W O R L D—Unlock all arenas, weapons, and Theater items
 F O O D G H T—Unlock all characters and Theater items

WORLD RACING

Unlock Everything

Start a new game in Career mode, choose the "Name" option at the Create Profile menu and enter "ALLUNCANGET" as your name. You'll start with almost 12 with all of the cars, missions and championships unlocked.

Free Camera Mode

At any time during the game, press and hold Left Trigger + Right Trigger + White + B simultaneously to activate a free-roaming camera option. While in Free Camera mode, the following controls can be used:
 Rotate camera around center point—Right Trigger
 Zoom in/out—D-pad Down + Right Thumbstick Up or Down
 Move camera vertically/horizontally—D-pad Left + Right Thumbstick Up/Down/Left/Right
 Move camera around itself—D-pad Up + Right Thumbstick Up/Down/Left/Right
 Drop car at camera point—White Trigger, A or on START

WWE WRESTLEMANIA XXI

Cheat Code

At the main menu, enter the following code to unlock all items in the WWE Show: Press Left Trigger + Right Trigger simultaneously, then press White + Black simultaneously, then hold A + B + X + Y and press START. Note that after you play a match, the show will return to its former state and you'll have to enter the code again.

X-MEN: NEXT DIMENSION

Unlock Characters & Costumes

At the main menu, hold the Left Trigger and press Right, Right, Left, Left, Down, B. A special message will appear telling you that you have unlocked 10 characters and three new costume sets for 25 characters.

X2: WOLVERINE'S REVENGE

Cheat Codes

Enter the following codes at the main menu. Unlock "Cheats" option at the Paused menu—X, X, Left Trigger, Left Trigger, Left Trigger, Left Trigger, X, Left Trigger
 Level Select/Unlock Challenges—X, Left Trigger, X, Left Trigger, X, Left Trigger, Right Trigger
 Unlock all costumes—X, Left Trigger, X, Left Trigger, X, Left Trigger, Right Trigger
 Unlock all Cerebro files and movies—X, Left Trigger, X, Left Trigger, X, X, Right Trigger, Left Trigger

YU-GI-OH: THE DAWN OF DESTINY

Rare Cards

At the main menu, select "New Game" and enter one of the following codes to obtain the rare monster card listed in each. After you have unlocked the code, select "Build Deck" to locate the rare card in your deck.
 K O N A M I—Cosmo Queen
 H E A R T O F C A R D S—Tri-Torned Dragon
 X B O X—Zero the Mart



Game Boy Advance tips

ACE COMBAT ADVANCE

Password
Q F 9 8 8 5 9—Unlock every mission and plane with an S-rank on all missions

AGGRESSIVE INJUNE

Cheat Codes
Enter the following codes at the title screen, while the words "Press Start" are stretchy. To unlock all characters—L, L, B, B, R, R, L, R, Right, all levels—Up, Down, Up, Down, Left, Right, B, R

AROUND THE WORLD IN 80 DAYS

Passwords
B H G G—Day 1: London, England
C I G D—Day 3: Paris, France
D C H J—Day 18: Iran
F S H J—Day 20: Turkey
G K M N—Day 25: India
H L S N—Day 25: India (Wanted!)
J M B J—Day 40: China
K N Q N—Day 51: San Francisco
M Q G G—Day 61: Train
L P G G—Day 61: The Old West
N R G G—An Old Ice
P S G G—Ending + credits

BABIE AS THE PRINCESS AND THE PAUPER

Passwords
Preminger, Wolfie, Erika, Serafina—Level 1-2
Wolfie, Preminger, Serafina, Preminger—Level 1-3
Preminger, Wolfie, Serafina, Wolfie—Level 1-4
Serafina, Wolfie, Erika, Preminger—Boss 1
Princess Anneliese, Serafina, Preminger—Level 2-1
Preminger, Princess Anneliese, Wolfie, Erika—Level 2-2
Preminger, Serafina, Preminger, Erika—Level 2-3
Serafina, Erika, Preminger, Wolfie—Level 2-4
Preminger, Erika, Serafina, Wolfie—Boss 2
Wolfie, Preminger, Wolfie, Erika—Level 3-1
Serafina, Preminger, Erika, Serafina—Level 3-2
Erika, Wolfie, Serafina, Princess Anneliese—Level 3-3
Erika, Serafina, Erika, Preminger—Level 3-4
Serafina, Preminger, Serafina, Princess Anneliese, Serafina—Boss 3
Wolfie, Serafina, Preminger, Serafina—Level 4-1
Preminger, Serafina, Princess Anneliese, Preminger—Level 4-2
Wolfie, Serafina, Erika, Serafina—Level 4-3
Serafina, Preminger, Wolfie, Preminger—Level 4-4
Erika, Serafina, Princess Anneliese, Wolfie—Boss 4
Erika, Princess Anneliese, Princess Anneliese, Man—Final boss
Princess Anneliese, Serafina, Erika, Wolfie—Arcade level

BLADES OF THUNDER

Easy Difficulty Passwords
4 2 5—Level 1
7 3 3—Level 2
6 5 7—Level 3
7 2 1—Level 4
8 2 3—Level 5
9 3 2—Level 6
1 2 7—Level 7
5 6 8—Level 8
3 2 1—Level 9
9 5 9—Level F
Medium Difficulty Passwords
6 9 3—Level 1
3 6 8—Level 2
5 6 9—Level 3
4 6 8—Level 4
1 1 7—Level 5
9 9 0—Level 6
2 3 3—Level 7
7 6 5—Level 8
7 7 4—Level 9
1 8 8—Level F
Hard Difficulty Passwords
1 7 9—Level 1
2 9 4—Level 2
7 8 0—Level 3
6 7 7—Level 4
9 0 4—Level 5
1 3 1—Level 6
8 2 8—Level 7

2 4 6—Level 8
1 4 1 0—Level 9
9 8 6 4—Level F

CARTOON NETWORK BLOCK PARTY

Passwords
From the main menu, choose "Resume Game" and enter the following passwords to go to the corresponding game boards:
V 1 B D B 8 B 8 C 7 B C 7 B C—The Tater Farm
2 1 B D B 8 B 8 C 7 B C 7 B C—Extreme Cul-De-Sac
3 1 B D B 8 B 8 C 7 B C 7 B C—Planet Johnnywood
7 1 B D B 8 B 8 C 7 B C 7 B C—Katz's Creepy Castle

CARTOON NETWORK SPEEDWAY

9 6 9 1 9 5 1—Unlock all characters, courses, power-ups and trophies

CHARLIE AND THE CHOCOLATE FACTORY

Unlock All Adventure Levels and Mini-Games
At the "Select Game Type" menu, press Left, Right, L, R, START, SELECT, you'll hear a buzzing sound to confirm the code. Now select "Adventure" and press SELECT to unlock all of the levels in Adventure mode, or select "Mini-Games" and press SELECT to unlock all of the Mini-Games

DAREDEVIL

Password
4 1 7 K 1 5 6 2 N G V—Start on the final stage with nine lives and all Secrets unlocked

DAVE MIRRA FREESTYLE BMX 3

Cheat Code
At the title screen, press R, L, L, B, B, L, R, you will hear a sound to confirm that the characters Fish and Metal have been unlocked

DISNEY SPORTS SKATEBOARDING

Secret Code
At the title screen—while the words "Press Start" are flashing—press Up, Down, Down, Left, Left, Right, B, A, you'll hear a signal to confirm the code. Now start a game, at the Board Select screen, you'll find a new, powered-up board called "Anger Harnessed +"

DOOMY AND THE COUNTRY

Cheat Codes
Enter either of the following codes at the "Select a Game" menu, you'll hear Diddy say "Not bad!" to confirm
Start with 50 lives—Hold SELECT, press B, A, R, A, L
Sound test menu—Hold SELECT, press B, A, R, A, L, A, Down

DOOMY AND THE COUNTRY 2

Cheat Codes
Choose "Start" from the main menu, then select "Options" at the Select Save Slot screen. Now choose "Cheats" and enter any of the following codes:
H F A P M E—Start with 15 lives
W E A K L I N G—Start with 55 lives
W E L L R I C H—Start with 20 Banana Bunch Coins
R O C K A R D—No DK or Star Barres
F R E E D O M—Unlock every stage
Q N E T I M E—Access Music Player menu
K R E D I T S—See the credits

ED, EDD N EDDY: JAWBREAKERS!

Cheat Codes
Enter each of the following codes at the title screen, while the words "PRESS START" are bouncing past. You'll hear a bubbling sound to confirm each time you enter a code successfully. The level selection option will appear under "Game Cheats" at the main menu.
Level select—Hold the L button and quickly press Left, Left, Right, Down, Up, Right
All characters have jetpacks—Hold the L button and quickly press Left, Left, Right, Down, Left, Left, Up
All pickups—Hold the L button and quickly press Left, Left, Right, Right, Up, Left
All protect (Invincibility)—Hold the L button and quickly press Left, Down, Down, Right, Right, Left, Down

FINDING NEMO

Cheat Password
M 6 H M—Unlock all levels and gallery pictures

GRAND THEFT AUTO

Stage Select
At the main menu, press Left, Right, Up, Down, L, R (you'll hear a chime), then hold the START button and press A. A new "Pick Level" option will appear at the bottom of the main menu. After entering this code, you can also press B at the main menu to view the game's credits.
Cheat Codes
At any time during the game, hold A + B and press START, you'll hear a signal and the words "Cheat Mode On" will appear on the screen, and your character's coordinates will also be displayed. Now you can enter any of the following codes during gameplay (not while paused):
Left, Right, Up, Down, B, B—Max health
Left, Right, Up, Down, A, L—Max armor
Left, Right, Up, Down, A, M—All weapons
Left, Right, Up, Down, L, L—Earn \$15,000
Left, Right, Up, Down, R, A—"Wanted" level +1
Left, Right, Up, Down, A, R—"Wanted" level -1
Left, Right, Up, Down, L, B—Toggle max "Wanted" level/zero "Wanted" level

GT ADVANCE 3: PRO CONCEPT RACING

Cheat Codes
Enter the following codes at the title screen, while the words "Press Start" are flashing.
Have all Tuning Parts—Hold L + B and press Up
Unlock Extra Mode—Hold L + B and press Down
Unlock all cars—Hold L + B and press Left
Unlock all tracks—Hold L + B and press Right
GUNDAM SEED: BATTLE ASSAULT
At the title screen, press W, I, J, K, 7, 5, 0—Unlock all Mobile Suits and Very Hard difficulty setting

HOT WHEELS STUNT TRACK CHALLENGE

Passwords
Select "Options" from the main menu, then enter the following passwords:
C I F N Q R W B—Unlocks all tracks in Game Show Mode and Champions League mode
S S L T B G Q—Unlocks all lessons in Stunt School

THE INCREDIBLE HULK

Level Skip
Press START at any time to pause the game, then press Down, Right, Down, Right, Left, Left, Up to skip the current level

THE INCREDIBLES

Level Select
Enter the password "Y C P 6". You'll be sent back to the main menu, where you'll see some numbers in the lower right corner of the screen. Use the L and R buttons to change the number to that of the level where you wish to begin.
JACKIE CHAN ADVENTURES: LEGEND OF THE DARK HAND
Stage Select
At the title screen, while the words "Press Start" appear—hold the R button and press B, A, Left, Down, Up, Right. A menu will appear that allows you to warp to any stage. Set the "Scrolls" option to "All" to start with all the Special Scrolls Attacks.

JINX AND THE WARRIOR

Cheat Code
Start a new game and enter a "Bonus Park" as the name of your park. You'll start the game with \$99,000,000 and earn an additional \$1,000,000 for exceeding the \$50,000,000 mark, giving you a grand total of \$100,000,000 before you even start to build.

KARNIAJ RALLY

Cheat Codes
Choose an empty save slot at the "Select Career" screen and enter one of the following names to unlock various options:
- I G A—Unlock Level 2 tracks and vehicles, start with \$2,000 cash
- L I G A—Unlock Level 3 tracks and vehicles, start with \$3,000 cash

L I G A—Unlock Level 4 tracks and vehicles, start with \$4,000 cash
- I D R U L E Z—Unlock all tracks and vehicles + bonus race in Career mode
- L E P P A—Play as Mr.appa

KIM POSSIBLE: REVENGE OF MONKEY FIST

Password
Ron, Kim, Kim, Guard, Guard, Guard—Start new game with all extras unlocked.
The password system uses the pictures of the various characters from the TV show. The first picture in each box is always Kim. If you push Down on the D-pad, the remaining characters are shown in the following order: Ron, Shogo, Wade, Monkey Fist, Rufus, Draken, Guard

LEGO: KNIGHTS' KINGDOM

Password
Y Z Z V Z Y Z—100% story completion, all parts of Lost Key, Lord Vladek unlocked, Last Man Standing Mode unlocked

LEGO STAR WARS: THE VIDEO GAME

Cheat Codes
At any time during the game, press the START button to pause, then enter any of the following codes:

Powerful blasters—Down, Down, Left, Right, Down, L
Speed boost—Right, Right, Down, Up, Right, L, Get coins—L, L, Right, Left, R, R, R
Get a Repair Robot—Down, Down, Down, Down, L, Right, Down, Right, L
Play as General Grevious—START, START, Down, Down, Down, Down, Down, Down
Play as C-3PO—START, START, Left, Down, Right, Up, Right, Right
Play as R2-D2—START, START, Up, Up, Up, Up, Up, Up
Play as Jar Jar Binks—START, START, Down, Left, Right, Down, Right, Left
Play as a Geonosis (with wings)—START, START, Right, Down, Right, Down, Left, Up
Play as a Battle Droid—SELECT, START, Left, Down, Down, Down, Down, Right
Play as a Droider—START, START, Left, Left, Right, Down, Right, Up
Play as an Overlord—START, START, Down, Down, Down, Down, Down, Down
Play as a Droid—START, START, Down, Right, Left, Down, Right, Left
Play as a Repair Droid—START, START, Up, Up, Down, Down, Down, Down
Play as R4-P17—START, START, Up, Down, Up, Down, Down
Black light saber, force and blaster fire—L, R, START
Blue light saber, force and blaster fire—R, R, R, START
Green light saber, force and blaster fire—L, R, START
Purple light saber, force and blaster fire—L, R, L, START
Red light saber, force and blaster fire—L, R, L, START
Yellow light saber, force and blaster fire—R, R, L, START
Strange colors—L, L, Left, Left, R, R, Right, Right, Down, Down, Down, Down
Speed mode—L, R, L, Down, Up, R, Right, Left, Down, Right, Right, SELECT
View all cutscenes—R, L, R, R, Down, Down, Up, Down, Down, SELECT
View a random Yoda quote—Down, L, R, SELECT

LEZIE MCQUEEN ON THE GO!

Cheat Code
Choose "PDA" from the main menu, then select "Best Friends" and add the name "cheater" (all in lowercase) to your Best Friends list to unlock all of the "Games" and "Fun With Friends" options

MARIO & LUIGI: SUPERSTAR SAGA

Bonus Codes
Start a new game with a hammer to make him mini-Mario. Set Luigi's command to High Jump. While Luigi is in the air, make mini-Mario jump repeatedly to keep him up. You'll get one coin and Luigi will lose one of his healthy lives. You get his health. Luigi's health can't go below 1.

MONSTERS, INC.

Passwords
L R 1 3 G—Around the house
7 Q C 2 B—Don't Look Down

THE MUPPETS: ON THE SHOW!

Cheat Passwords
Choose "Conti nut" from the m menu and enter the password "K07GS" to unlock all of the difficulty settings and Activity Mode minigames.

NICKTOONS RACING

Cheat Code
At the main menu, hold the B button and quickly press START, SELECT, L, SELECT, START. You'll hear Stinky say, "Oh, yoi!" if you're fast enough. Now the secret character is unlocked as well as all traps, cups and difficulty levels.

THE JUNGLE OF THE DRAGON

Passwords
Choose "Continue" from the main menu, then use the "Enter Password" option to input any of the following codes. Press R at the Options menu to view the Sound Test, Movie Test and View End options.

1 0 P 3 M S D T 3 S T 1—Unlock Sound Test
M 1 V 1 P 3 L 3 S T 1 1—Unlock Movie Test
D 1 0 W M 3 3 D T 1 N G—Unlock View Ending
D 1 0 N T 3 3 D M 0 N 3 Y—Unlock Boss Mode for Game Start menu.

PIRATES OF THE CARIBBEAN

THE CURSE OF THE BLACK PEARL

Cheat Passwords
Choose "Continue Game" from the main menu, then enter any of the following cheat codes:
L 1 M 0 R T 4—Infinite lives
B V L L T Z 2—Infinite battle cannons
G 0 0 D 1 3 S—Start in w/pistol, sabre and triple cannons.
S H 3 P—Soldiers and p rates turn into explosive sheep as soon as they see Jack
G 3 D 1 V S—More aggressive enemies
C R D 1 T S—See the game's credits
T T L V M—See a picture of a baby
Stage Passwords
V T T W B A Q 3 J—Find the five bags of gold
N 1 F 3 W J C T 1—Defeat the merchant vessel
W 2 Q 2 Z H 0—Find the buried treasure
L R W 7 0 C 7 X B—Explore the pirate caves
W K 3 1 J M V Z 1 H—Bring Shogun's Sam to Crooked Cove
L 1 M 0 P 9 M 6—Find the King's Gold
O T T Y M T S H Q—Defeat the British fleet
T 1 F 5 M 1 8 3 1 Q—Find the corvette
S 5 Y P 1 P C 9 2—Find the Dog's Tongue at Dojo Perch
Z W 1 N N D J Z 4—Find the treasure on Sunny Beach
N G J V R T 1 J X L—Loot the temple on Tum Boom Island
L M 0 2 5 H 5 B—Defeat the mysterious pirate ships
W K 3 9 J 6 2 0 H—Find Crooked Cove of the mysterious pirates
C K X 9 J H R N G Q—Destroy the fort at Hispanola
L H W 2 R 9 1 1 B—Explore the Aztec temple at Hispanola
F 3 7 C H T G P—Defeat the Spanish fleet
N G J X 5 7 0 V H—Defeat the ghost pirate fleet
O T T E W M 7 6 S—Escort the Governor to meet the Spanish ambassador
T F X 4, P 3 K C—Find the Aztec coin on Dead Man's Eye
L 6 G 4 N Z P P C—Bring nine lanterns to the cliff top
S 3 W M Q 6 J T G B—Battle the Black Pearl at the de Huerta
7 W Z 5 B 7 G 1 H—Follow the Black Pearl through the caverns
X W S 6 7 3 1 S—Find and defeat Barbosa
L H V 7 X 4 W 7 B—Find nallie with Barbosa

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F 3 7 C H T G P—Defeat the Spanish fleet
N G J X 5 7 0 V H—Defeat the ghost pirate fleet
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S 3 W M Q 6 J T G B—Battle the Black Pearl at the de Huerta
7 W Z 5 B 7 G 1 H—Follow the Black Pearl through the caverns
X W S 6 7 3 1 S—Find and defeat Barbosa
L H V 7 X 4 W 7 B—Find nallie with Barbosa

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W 2 Q 2 Z H 0—Find the buried treasure
L R W 7 0 C 7 X B—Explore the pirate caves
W K 3 1 J M V Z 1 H—Bring Shogun's Sam to Crooked Cove
L 1 M 0 P 9 M 6—Find the King's Gold
O T T Y M T S H Q—Defeat the British fleet
T 1 F 5 M 1 8 3 1 Q—Find the corvette
S 5 Y P 1 P C 9 2—Find the Dog's Tongue at Dojo Perch
Z W 1 N N D J Z 4—Find the treasure on Sunny Beach
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D M A X A—All abilities maxed out
P L A Y A X—Enjoy 999 999 instantly
F U L Z Y—Enable Mach Punch, Dragon Kick, Air Burst, Left A, Left A, Left A, Right B, Nitro Port, Twin Kick, Deadly Shot, Top Spin, Helicopter and Torpedo techniques
W U Z Y—Enable Super Happy, Pulper, Headbutt, Kickstand, Bang Bang, Wheel Throw, Glide Kick, Head Bomb, Chain Chomp, Jet Kick, Shuriken and Pin Throw techniques
W A Z A—Enable Boomerang, Charge It, Bat Fang, Flying Kick, Spined Drop, Bomb Blow, Killer Kick, Bike Kick, Slam, Plank, Dragon Kick, God Fist and hyperguard techniques
B E A R—Enable PhoenixWing, Inlines, Springlines, Rocketeers, Air Merc's, Narcobombs, Mag's Parts, Pandora Box, Skaters and Custom Fit at the Techniques menu
X T R A 0—Add Custom char to item menu
X T R A 1—Add Custom char to item menu
X T R A 2—Add Custom Move to item menu
E R A Z E—Erase all saved character data

ROBOtech: THE MACROSS SAGA

Cheat Codes
Enter these codes at the title screen, while the words "Press Start" are flashing. You'll hear a chicken clucking each time you enter a code correctly.
All missions—Up, Down, Up, Down, L1, R1, L1
Infinite lives—Right, Right, Right, Up, L1, L1
Maximum upgrades—Up, Right, Down, Left, L1, L1, L1
All characters—Down, Down, Down, Down, Down, R1, R1

ROCK N' ROLL RACING

Secret Password
At the Character Select screen, highlight T-Rex, then hold L + R + SELECT and press Right. The game will become playable in both Normal and VS modes.

Choose Vs. mode at the main menu. Select your player and vehicle, then choose "Change Planets" from the menu at the bottom of the screen. Highlight the planet NHO, then hold L + R + SELECT and press Right. You can race against J.B. Slash on the Inferno track, which is available only in VS mode.

SCOOBY-DOO 2: MONSTERS UNLEASHED

Passwords
L 5 D Y 3 M T—Unlock all areas

SCOOBY-DOO AND THE CYBER CHASE

Cheat Code
Enter "C H T M D 2" at the Password menu to unlock the following functions:
• Hold SELECT and press R to skip the current stage
• Hold SELECT and press L to have the current character captured by the Phantom Virus
• Hold D, SELECT, then hold START to play in slow-motion
• Sound test options will appear at the bottom of the Options menu (press B to hear each sound)

Stage Passwords
C, 0, 0, 1, 0, 1, 2 Roman Coliseum
I, C, R, 3, P, 3, R—Boss Monster: The Creeper
S, P, 1, 0, 1, 2—Level 3 Great Chase
J, V, N, G, 0, 1, 2, 4 Prehistoric jungle
G, H, 0, 1, 2, 3—Boss Monster: Gator Gnoul
I, C, R, 3, 0, 1, 2—Level 5 Act 5 Snow Chase
S, Y, 0, 1, 2, 3—Level 6 Ocean Roadblock
I, R, 0, 1, 2, 3—Boss Monster: Old Iron Face
M, 0, 1, 2, 3, 4—Level 7 Video Arcade
P, S, Y, K, 1, 2, 3—Start in the Video Arcade with all items and all CDs available in the University Lab
W, H, 0, 1, 2, 3—Ending

SHINING SOUL

Start Boss
At the beginning of the game, if you name your character after one of the classic Shining Force heroes, they'll receive a status boost in the field during the rest of that character's boss. For example, if you name your warrior Max, he will receive a +10 boost to his strength. You won't see the stat increase until after the game starts and you take control of your character.

Map—Gives Wizard +10 Intelligence
Amri—Gives Wizard +10 Intelligence
Blau—Gives Wizard +10 Vitality
Bleu—Gives Dragonite +10 Dexterity

THE SIMPSONS: ROAD RAGE

Unlock All Characters, Vehicles and Missions
Choose "Options," then select "Set Password" and input the following Simpsons character codes: Maggie, Willy, Bart, Chief Wiggum, Apu, Moe, Krusty, Barney.

SPACE CHANNEL 5: ULALA'S COSMIC ATTACK

Auto Play Mode
At any time during gameplay, hold L + R and press Left, Left, Left, Left, Left, Right, B. You'll hear a shout to confirm the code. Now the game will play by itself.

SPACE INVADERS

Cheat Codes
Enter any of the following codes at the title screen, while the words "Press Start" are flashing.
Access cheat menu [stage select/permanent shield]—A, SELECT, SELECT, B, A, Left, Left, Invincibility in Classic mode—Left, A, SELECT, SELECT, Up, Up
Invincibility in Classic mode—Left, A, Down, B, A, Down, B, Up, SELECT

STAR WARS: FLIGHT OF THE FALCON

Cheat Codes
At any time during gameplay, press START to pause, then hold the L + R buttons and press Up, Right, A, START, A, Down, A, START. The game will automatically unpause. Press START to pause again, then press A to quit. Now you can enter the following cheat codes by choosing "Password" from the main menu:
S P 0—Infinite shield
M 0—Unlimited missiles
B V 0—Unlimited missiles
G 0 G 0—Rapid-fire for main weapon (hold A button)
F V N 0—Unlock all levels
G 0 0 N—Add "View Credits" option to Options menu
F 4 C 3—View video or image gallery

STAR WARS: JEDI POWER BATTLE

Passwords
C J O X Y K—Level Select for Mace Windu or Qui-Gon
F C—Unlocks all force powers
V H R 3 B F J—Level Select for Qui



Nintendo DS tips

FEEL THE MAGIC: XY/XZ

Unlock Items

To unlock the following items, simply insert the corresponding Game Boy Advance cartridge into the GBA slot of the Nintendo DS before turning on the system. When the *Feel the Magic: XY/XZ* game loads, a message will appear on the screen to confirm what has been unlocked.

Insert *Puyo Pop* cartridge—Unlock Maniac Head Piece 19

Insert *Sonic Advance* cartridge—Unlock Maniac Head Piece 17

Insert *Sonic Battle* cartridge—Unlock Maniac Head Piece 21

Insert *Sonic Pinball Party* cartridge—Unlock Maniac Head Piece 20

Disappearing Bikini

Select "Option" from the main menu, then select the Japanese language setting. Exit from the Option menu to the main menu and you'll find that the bikini has been removed from the female'shouette.

Sample Your Voice

Press Down + X at the title screen, then say something into the microphone while the recording icon is blinking at the bottom of the lower screen. The sound you recorded will now play randomly as part of the music at the title screen. Press Down + X to toggle the recording on command, press Down/Left + X to play it at a slower speed or press Down/Right + X to speed it up.

KIRBY: CANVAS CURSE

Secret Characters

• **Waddle Dee Ball**—Finish the game once. When you start a game from the same file, Waddle Dee will be revealed as a new playable character. He only has four hit points, and cannot obtain powers. He's also much lighter than Kirby.

• **Dede Dee Ball**—After you unlock the Waddle Dee Ball, you can buy the Dede Dee Ball in the Medal Swap for 20 medals. He has seven hit points, and swings a hammer when you tap him. He also cannot obtain powers. He's much heavier and heavier than Kirby.

• **Meta Knight Ball**—After you unlock the Dede Dee Ball, you can buy him in the Medal Swap for 25 medals. He only has three hit points. He's much lighter than Kirby, but he's slightly stronger.

• **Waddle Doo Ball**—After you've beaten the game at least once, insert Kirby and the Amazing Mirror or Kirby: Nightmare in Dreamland into the Game Boy Advance cartridge slot of your DS. When you start a game of Kirby: Canvas Curse, Waddle Doo Ball will be available. An alternative way to unlock him is to beat the game with all four of the other characters. He has five hit points and the Beam ability. He can't obtain any other powers.

Jump Game Medal
The Jump Game Medal unlocks in the Game Select menu after you beat the game with every character. If you manage to launch Kirby 1,500 meters, you'll find right hand's tap of a medal, which is sitting on the course. The best way to launch Kirby this far is to preserve enough ink so you can draw a second ramp when Kirby is already in the air.

PING PALS

Unlock Shantae Background

At the main DS menu (before you start to play *Ping Pals*), select the DS menu at the bottom of the screen to enter the system settings menu. Select the clock/calendar icon, then change the current time to 23:59 or earlier. Now turn on the DS and watch the seconds hand of the clock on the upper screen at the main DS menu. When the clock reaches midnight (00:00), you'll hear a chime; you must tap the "Ping Pals/TH" button to load the game at that exact second. When the game starts, check the time of the clock; you'll find the Shantae Background available for sale.

Hi-Lo Trick

After you lose a round in the Hi-Lo game, exit the game before Snake takes your coins and you won't lose them.

POLARIS

Puzzle Passwords

The following puzzle passwords appeared on Nintendo's Polaris Web site in Japan. If you enter them by accessing the "Password" option from the Puzzles/Edit menu, you can save them as your own custom puzzles, to solve at your leisure and to trade with your friends via the DS Wireless Link.

Butterfly (D difficulty: B)

1555687091

678797883

874064982

Snail (Difficulty: B)

8339424800

964060330

0457745940

Praying Mantis (Difficulty: C)

3480165171

1324019772

6559620120

Ladybug (Difficulty: A)

9379907712

9473042823

5938116314

Unicycle (Difficulty: C)

1698755792

8627604792

7582701030

Tank (Difficulty: B)

1133609122

1631910712

9756880281

Yodin (Difficulty: B)

1789834550

3812497912

8027182363

Helicopter (D difficulty: A)

0022322772

6969686682

5680298812

Bullet Train (Difficulty: B)

7429434461

8326657110

6243307220

Frog Egg (Difficulty: B)

5374284231

2069693282

3703152522

Tadpole (Difficulty: B)

9469869862

5878052772

6289440620

Frog Legs Frog (Difficulty: A)

5150032423

8908656104

9836198302

Frog Legs Stead (Difficulty: B)

0543324223

4726056423

5916134633

A Frog (Difficulty: C)

3676115712

0228100823

8478175392

Moose (Difficulty: B)

0850282792

7037358582

5982458520

Unicycle (Difficulty: A)

5463495514

5860807300

8025477970

Dog (Difficulty: B)

3221856881

7492029752

3270070673

Hunting Start (Difficulty: C)

5613455114

6374867833

2331938542

Unicycle (Difficulty: A)

5158474853

5110172362

7856539314

Hurdling Run (Difficulty: A)

5895195213

48117185272

7935970242

Hurdling, Stomp (Difficulty: C)

7260360692

3225142492

1530725616

Hurdling, Jump (Difficulty: B)

9680142403

9801445413

3802892561

New Year's First (Difficulty: C)

6376194533

3392063612

0334242504

New Year's, Month (Difficulty: C)

9003238362

7779948832

8779184492

New Year's, Mirror Rice Cake (Difficulty: B)

7044701872

5845352712

1839956200

New Year's, Spinning Top (Difficulty: C)

7213216913

9408120614

033064982

New Year's, Kite (Difficulty: C)

298645223

0405526703

7283197881

New Year's, Making Rice Cake (Difficulty: B)

5929202263

3444459873

4600449901

Small Christmas Tree (Difficulty: B)

6295140283

5838464283

9496629953

Speaking of Christmas... (Difficulty: A)

1720530914

8299307863

1335878992

Renderer (Difficulty: B)

2017400904

1625211979

9087307871

Santa Claus (Difficulty: A)

5353915692

0707749873

0957486272

Is There a Present? (Difficulty: B)

1162795413

3530350523

2497499812

Falling Snow (Difficulty: B)

5366739804

7900610973

2232069010

What Kind of Egg Is It? (Difficulty: B)

9515627272

2935100823

3491897883

The Shell Is Breaking (Difficulty: B)

5160021442

6648100823

5957970242

Is It a Chuck? (Difficulty: A)

3624810823

0564200823

1185058792

Is It a Chicken? (Difficulty: B)

5740203792

5599282204

6196931192

It's a Phoenix! (Difficulty: B)

0173421293

5281836004

5059540823

PUYO POP FEVER

Unlock All Gallery Items

Choose "Options" from the main menu, then select "Gallery." At the Gallery menu, highlight "View Cut scenes," hold the X button and press Up, Down, Left, Right. You'll hear a sound to confirm: now all of the cutscenes and the voice samples for all characters will be unlocked.

"View Cut scenes" will unlock all the character Select "Endless Puyo POP" from the main menu, then highlight the mode you wish to play and press Up, Down, X, A. You'll hear a sound to

confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Also, if you hold the X button down while selecting your character, you will be able to play with that character's puyo pattern instead of the "classic" pattern (Arie's pattern). Note that your high scores will not be saved when playing with the character-select active. Single Puyo POP Character Select. Select "Single Puyo POP" from the main menu, then highlight the mode you wish to play and press X, Down, Up, A. You'll hear a sound to confirm, and the character-select screen will appear, allowing you to play as any character in this mode. Note that no cutscenes will appear and your high scores will not be saved when playing with the character-select active. Classic Pattern.

If you hold the X button down while selecting your character in Single or Everyday mode, you will play with the "classic" puyo pattern (Arie's pattern) instead of the pattern of the character you chose. Single Puyo POP Puyo POP.

To force the computer player to lose during Everyday Puyo POP, hold L + R and press SELECT. Computer Control.

In any game mode with a handicap option before the match, if you hold the SELECT button down while choosing your handicap, the computer will control your character. Bonus Pictures.

If you play Puyo POP Fever with a copy of the Game Boy Advance version of Puyo POP Fever plugged into the GBA cartridge slot of your Nintendo DS, you'll find extra pictures of the characters in the Galary under "View Cut scenes."

Microphone Tricks

• If you blow into the DS microphone at the main menu screens, bubbles will appear and the menu options will bubble.

• If you blow into the DS microphone during the instructional demo, extra characters on the bottom screen will turn around to look at you.

• If you blow into the DS microphone when the map is displayed on the bottom screen during a cutscene, the character will react. Blow gently and the character will fight the wind, blow hard and he or she will be blown away.

• If you blow into the DS microphone during a match, your character will speak.

• If you blow into the DS microphone at the title screen, a mini-game will begin. A score will be displayed and a giant puyo will fall from the top screen. The object is to keep the puyo from falling off the bottom screen by using the stylus to bounce it back up. For best results, keep the stylus in contact with the touch screen and push the puyo up from below. You'll score a point for each bounce. After ten bounces, another puyo will appear; after 20 more bounces, a third will appear; with more appearing every ten bounces after that (up to a maximum of six). The last puyo to appear will be a nuisance puyo. If any one puyo falls off the screen or if you hit a puyo in its center, all of the puyo on the screen will pop. You can also push all of the puyo back up at once by blowing into the DS microphone, but you lose points for doing this.

Secret Mini-Game

If you complete the WakuWaku Course or Hara-Hara Course in Single Puyo POP mode at Normal difficulty or higher, you can play a mini-game where the credits are being displayed. Look closely at the pictures of each character and find the difference between the picture on the top screen and the one on the bottom screen. If you tap the part of the picture that's different on the touch screen, it will advance to the next character. (Note: You must tap it twice.) Nine different characters will be displayed in succession, or 16 if you cleared the course without continuing. If you identify the fall on all of the characters before the credits end, a special picture will be displayed.

SPIDER-MAN 2

Unlock All Special Moves

If you play Spider-Man 2 with the Game Boy Advance version of Spider-Man 2 inserted in the GBA cartridge slot of the DS, all of Spider-Man's special moves will be unlocked when you start a new game or load a saved game.



**Codes for use with
Action Replay MAX
Game Enhancer (PlayStation 2)
and Action Replay
Game Enhancer (GameCube/GBA)**

PlayStation 2

Destroy All Humans!

39Q0-Y7BM-DNGF1 + K191-AM1R-0NMEV—[M] Must be on
6QRV-XMQZ-PEFGF + NPVU-ST90-U7SUW + M3WB-VE43-5Z4E1 +
XX52-0EDU-GWFNG + 29C3-CQ1H-MAPDR + 55PY-PYDT-H1X3U +
QQZY-49A0-CJHNW—Infinite Concentration
GZY2-52A8-BVNJE + TFE6-X3VH-41G8H + EE85-NA1C-KGMPY—
Infinite Zap-O-Matic Power
7894-ZM1C-1M2VZ + GJ5C-PJ59-WK2J7—Infinite Saucer Death Ray
R49E-F8T2-RT1CG + 4YPE-03AC-32QKP—Infinite Disintegrator Ray
G4RM-JWJG-4G95J + 6X3B-RY0Y-PA687—Infinite Ion Detonator
ammo
9C5B-GPPW-12K24 + QGDK-KUHU-7WAPZ—Infinite Sonic Boom
and Quantum Deconstructor
MF6B-A7BP-KYH5K + 0HM1-K07R-75VTW—Collect or spend DNA
for 9,984 DNA
W576-U6NJ-DTFVX + CUM0-1XK7-C98HG—Infinite Jetpack use

Fantastic 4

A4D9-81VD-QGYZ2 + 35R7-9TCH-NUVJ4—[M] Must be on
RJKN-HFQ6-VCDE8 + 3XUQ-Z8J5-T94WH—All levels
8M65-4APY-UG973 + BQUJ-7C6C-SPDBX—Infinite bonus points
QJWZ-HK5Y-6GTGV + DMFD-M5YP-F0HVX—Unlock Hell level
4DQF-3ARY-20PVX + 36DE-V7X5-TMXHY—Unlock Latveria 1 level
R78Z-FHTT-BC65J + 9BHG-GYYZ-MGDU2—Unlock Latveria 2 level
JAW5-ZXCB-SUGPX + TD48-H2J9-U0K15—Unlock Arena fight:
Guard Granny

Batman Begins

K8TT-M7GH-VH91E + JJ2C-RX3U-8NF84—[M] Must be on
C13Y-67AM-MU4K0 + RF6Z-YWRG-VNPJ2—Infinite health
2C24-TMMJ-V5J09 + AW75-QXQB-P9A9D—Infinite item use
TPBB-94D1-6N1YF + ZAPJ-QZBE-FACET—Max. area fear
CVJ9-9GHF-09DNW + N686-PRDJ-7A4M5—Infinite armor (Batmobile)
8A0A-6RHU-G6Q8B + MX9X-KB3G-TGAX3—Infinite boost (Batmobile)

Fantastic 4

UJXC-9FJ5-62H2B + 8MCF-F8AA-UZ1V9—[M] Must be on
WYB4-M9NN-RQ7XF + 4V0E-Z05Y-K061E + 4EW7-OQ28-2C2BT +
3Z1N-86ZX-3KGN7 + YDG3-5C9Q-X8DEN + MDJF-BZD7-UE03U—
Infinite health
SWJ1-GT0A-6W34V + FA6Y-5TTH-NX8XJ + TYRX-G40J-9R0J2—
Infinite Cosmic Power
K6AW-38H0-3MKR9 + TERA-4KZ5-UGX3W—All Story levels unlocked
F650-XTD9-R7RME + U370-5V4K-KEA6C—Infinite upgrade points
TQ3G-0AHR-WB7J1 + YNM2-44X4-B695V + EN5M-CV7E-M4ZAV—
All moves unlocked

Game Boy Advance

Riviera: The Promised Land

5D91-AF66 + 4DA6-5F33 + F089-5E34 + 4A94-D269—[M] Must be on
8D47-555D + C272-A577—Infinite health, char. slot 1
7F9B-9885 + 5489-0106—Max. health, char. slot 1
572E-1921 + 3059-3DFF—Max. strength, char. slot 1
8E67-AE2A + 5EC2-CB83—Max. magic, char. slot 1
582C-9965 + 7FCF-2176—Max. agility, char. slot 1
92AA-C494 + 3D08-F923—Max. vitality, char. slot 1
0FBD-233B + D90E-E4A1—Max. resist all, char. slot 1
40CF-189D + 306A-2859—Infinite health, char. slot 2
D8C1-E08B + EDC1-4D8B—Max. health, char. slot 2
3D4D-4EC5 + 8951-5D6F—Max. strength, char. slot 2
A745-DB06 + B9DA-D95C—Max. magic, char. slot 2
8948-7909 + 2517-FD88—Max. agility, char. slot 2
3DED-E754 + BF86-FD94—Max. vitality, char. slot 2
6C9E-0CCF + 81C4-5D6E—Max. resist all, char. slot 2



**Codes for use with
GameShark 2 Video Game
Enhancers (Version 3 or 4 only)**

PlayStation 2

Batman Begins

98D2265-78387D84—[M] Must be on
280E569C-0CA57A65—Infinite health
28091D3A-6F157A4F—Infinite grenades
283C38B6-0CA57A65—Infinite armor
283A28AE-01963EE5 + 283A28F9-B189F665—Max. area fear

Digimon World 4

9808566E-78D048F5—[M] Must be on
2816ED8B-F7A12C0E + 2816EDF6-6D5D7AF2 +
2816ED15-A136FCA8 + 2816EDB6-6F15883E +
2825100A-A1426947 + 28251076-0CA57A65—View stats (max. current HP)
2816ED68-F7B62C0E + 2816EDD6-A13685E3 +
2816ED6D-6D447AF2 + 2827607C-A142692F—View stats (max. HP)
2816ED22-F79C2C0E + 2816ED0A-6DE77AF2 +
2816ED76-A136FC52 + 2816ED64-BB1C4702 +
282515F9-A14269A6—View stats (max. current MP)
2816EDD4-F7B62C0E + 2816ED62-A1368570 +
2816ED66-6D447AF2 + 2827D82D-A142693D—View stats (max. MP)

Juiced

98235782-78361AF1—[M] Must be on
2816ED40-01E200CF + 2816EDD8-B1C37A65 +
2816EDAD-A1C91E6C + 2816EDD0-6413E422 +
2800D36F-A1426965—Infinite NFO
D84AF6E8-0CA5CB3E + 295D9FF1-1CD1A03E—Press L2 for max. cash (Career mode)
283E1E76-0CA57A65—Unlock everything (Arcade & Custom Race)

Medal of Honor: European Assault

985D83A1-78227103—[M] Must be on
2816ED6D-01E25682 + 2816EDD8-B1C37A65 +
2816EDED-F8AA7AF1 + 2816EDD0-64E8E4B6 +
28079603-A1426965 + 280796F7-0CA57A65—Infinite health
280346A0-6FD97A65—Infinite armor/grenades
2807AACF-0CA57A65—Infinite Medkit usage
2806DF09-0CA57A65—Infinite Repair usage
2816ED03-01E23EE5 + 2816EDF7-B1C37A65 +
2816ED54-F8AA7AF1 + 2816ED01-64E8E066—Adrenaline codes:
E8198390-0CF50195 + 283D6A15-A14269F1 +
283D6AB6-0CA57A65—Press L2 + R2 to fill Adrenaline
E8191790-0CF50195 + 283D6A15-F8AA7AF1 +
283D6AB6-8BE8E066—Press L1 + R1 to let Adrenaline decrease

Game Boy Advance

Batman Begins

917266-FA1EAA + DFCBF-A92AF + 2308C6-7D13E5—[M] Must be on
98E11CBDA3E8—Infinite health
3E9DDE-2524E1 + 674FF9-323C02—Infinite weapons
2F1FA2-A7AC9 + 6F0FE2-231CE1—Start on Monastery stage
2F1FA2-A7AC9 + 2F5F43-262C7F—Start on The Docks stage
2F1FA2-A7AC9 + 7FCD3-2216C7—Start on Gotham City stage
2F1FA2-A7AC9 + 3B9892-2F23F1—Start on Arkham Asylum stage
2F1FA2-A7AC9 + 6B48E3-2A19D7—Start on Wayne Manor stage
2F1FA2-A7AC9 + 3BD983-2E23D7—Start on Final stage

Yoshi Topsy-Turvy

9027DD-A3E288 + 2EA2E3-3E5D5F + B1548F-6E0D1—[M] Must be on
2875E0-482AD6 + 01540F-6BA15D—Access all stages
F991E8-C5E249 + 01540F-6BA15D—Have all Eggs
5F80E7-04F700—Infinite lives
5DA0E7-04F713—Have 99 coins
CB508F-E8E1CC—Have three Eggings
B5AF35-9F9D87—Invincible (boss stages)



DO YOU KNOW THE SECRET OF THE

MYSTERY CODES?

MYSTERY CODES
SOLVED!

We don't have any new Mystery Codes for you this month, because we've got to do a little bit of catching up with the folks who have sent in the correct answers to previous Mystery Codes. You know what that means: It's time to give out a bunch of prizes! We'll be back next month with a fresh batch of Mystery Codes for you to test (if we can find any). In the meantime, remember that subscribers often get their copies of *TIPS & TRICKS* delivered to their homes before they appear on the newsstands, so they have a head start on figuring out the Mystery Codes.

TIPS & TRICKS may be the #1 Video-Game Tips Magazine, but even our most skilled cheat finders get stumped every once in a while. The following codes are known to exist in the games shown, but even after extensive testing, we still can't figure out what they do. (In some cases, they may not do anything.) If you can solve the mystery, you might win a prize....



#27 THE SPONGEBOB SQUAREPANTS MOVIE

The Code: At any time during gameplay, press **START** to pause, then enter the following code:

PlayStation 2—Hold **L1 + L2 + R1 + R2** and press **○, ○, □, ○, ○, □, ○**

GameCube—Hold **L + R** and press **X, X, Y, Y, X, Y, Y, X**

Xbox—Hold **Left Trigger + Right Trigger** and press **Y, Y, X, X, Y, X, X, Y**

The Answer: Zachary Blackmon of Brownsville, Texas was the first reader to figure out the effects of this Mystery Code from issue #119: With the code in place, the amount of Manliness Points that you earn from picking up dumbbells is doubled. Congratulations, Zachary...your *Tips & Tricks* cap is on its way.



#31 THE GETAWAY: BLACK MONDAY

The Code: During the video sequence that appears before the main menu, press **△, △, Right, ○, Left, Left**.

The Answer: We're sending a *TIPS & TRICKS* cap to Dalton Curtin of East Boston, Massachusetts for being the first to solve this Mystery Code from issue #121. After entering the code as described, select Options from the Pause Menu and you'll find a cool new setting called "Screen Effect." How did we miss that one?



#32 DONKEY KONG COUNTRY 2

The Code: Choose "Start" from the main menu, then select "Options" at the Select Save Slot screen. Now choose "Cheats" and enter the following code:

WELLARD

The Answer: Also in issue #121, this Mystery Code earned us lots of correct responses. Chad Colfax of Sussex, New Jersey was the first to write in and tell us that the code allows you to start with both Diddy and Dixie but makes the game harder by removing all the DK barrels from the game.



#37 GRAND THEFT AUTO: SAN ANDREAS

The Code: At any time during gameplay (not while paused), press **Up, Left, Left, Down, ○, □, L1, L1, L2, R1, R2**.

The Answer: We were excited about the possibilities of having a *GTA: San Andreas* mystery code, but it was disappointing to find out that this code equips all the taxi cabs with nitrous and allows them to jump by pressing the R3 button. We already had a code that does exactly that! Oh, well...congratulations to Paul Kowalchuk of Mosinee, Wisconsin; enjoy your *TIPS & TRICKS* cap.

CRACK
THE CODE
AND WIN
A PRIZE

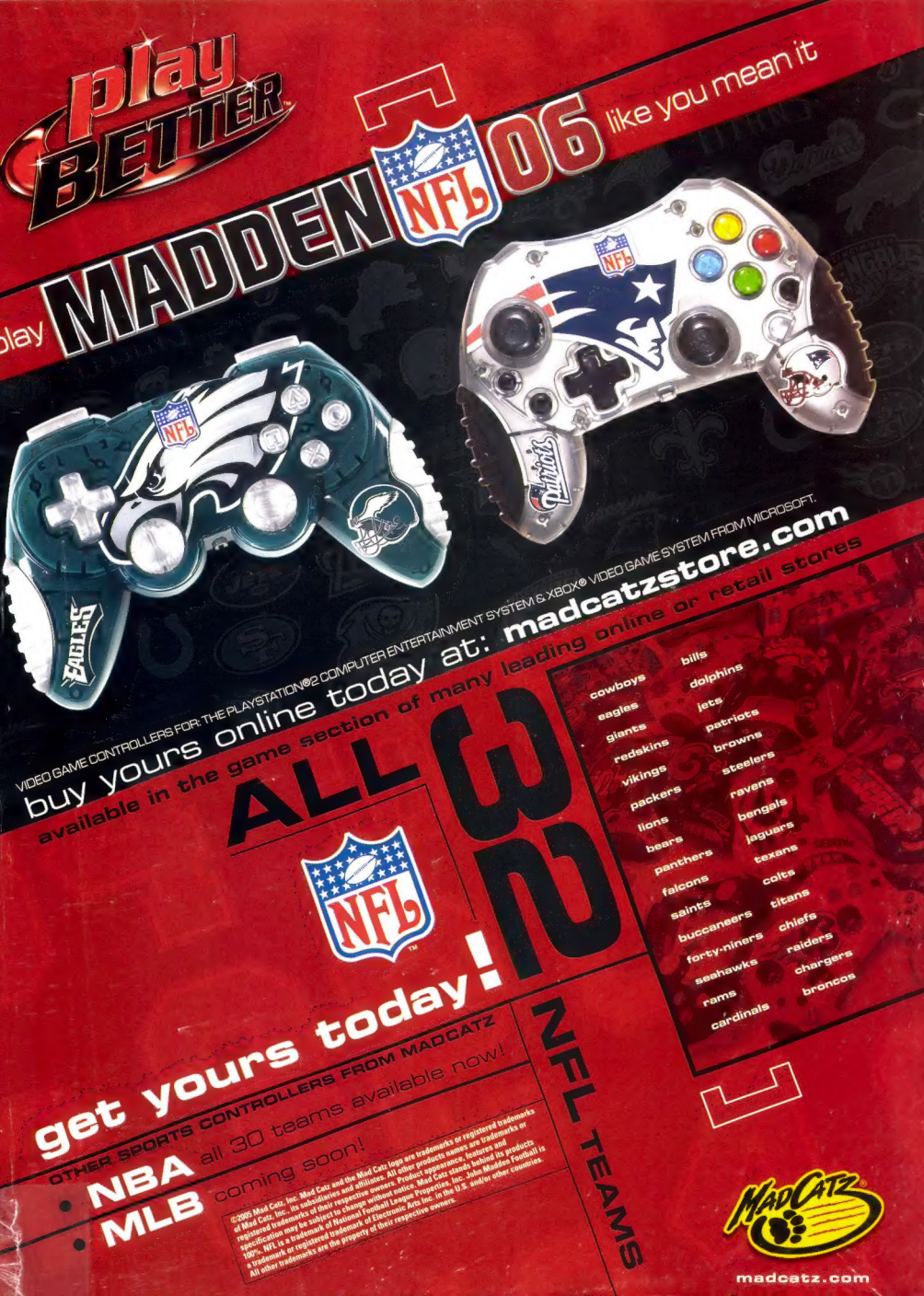
TIPS & TRICKS

Think you've got what it takes to beat the *TIPS & TRICKS* editors at our own game? Test out these codes for yourself: If you're the first person to tell us exactly what they do, we'll send you your very own *TIPS & TRICKS* cap and print your name right here so all the world will know that you were the one who solved the mystery. No guesses, now—you must describe the difference in the game that results from entering the code so we can verify that your answer is correct. Send your answers to:

Tips & Tricks Mystery Codes
8484 Wilshire Blvd.
Suite 900
Beverly Hills, CA 90211

Please note that these codes may not have any effect at all; there's a very strong possibility that they were left in the games inadvertently or that their effects were intentionally disabled before the games were released. However, we invite you to prove otherwise.

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| falcons | texans |
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